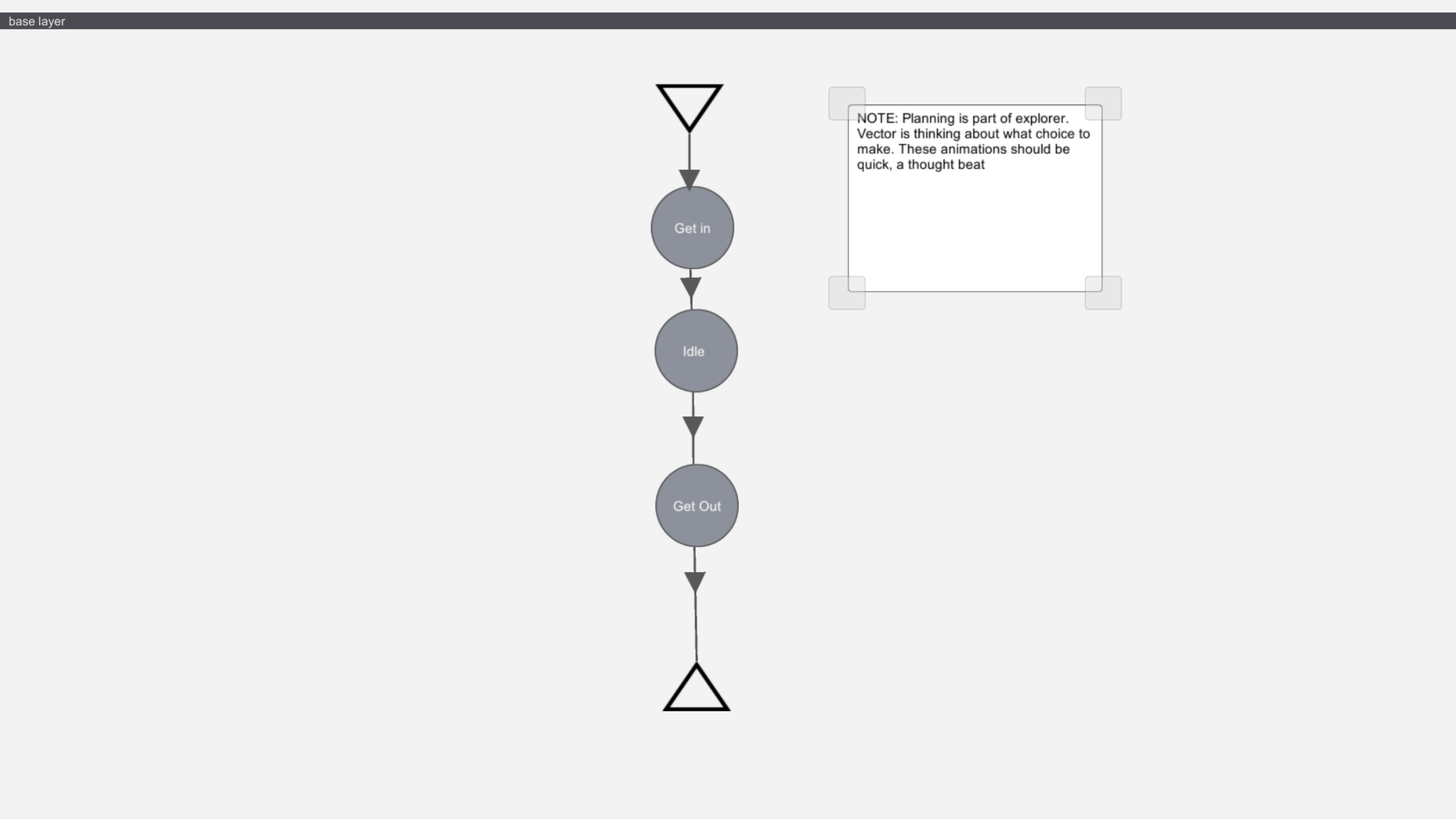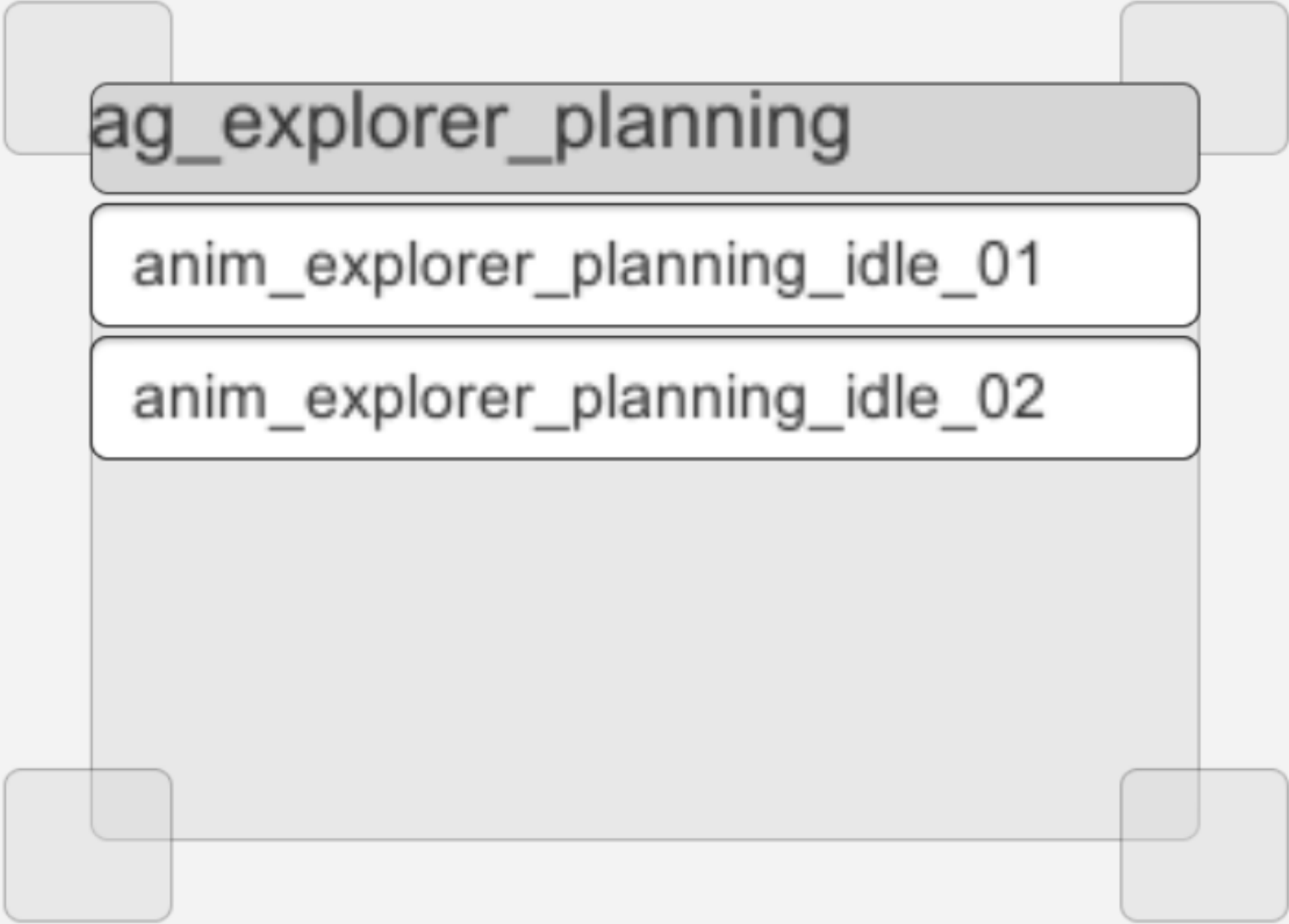# Explorer_planning State Machine.

base layer

NOTE: Planning is part of explorer. Vector is thinking about what choice to make. These animations should be quick, a thought beat

Get in

Idle

Get Out

Get in

ag_explorer_planning_getin

anim_explorer_planning_getin_01

anim_explorer_planning_getin_02

Idle

ag_explorer_planning

anim_explorer_planning_idle_01

anim_explorer_planning_idle_02

Get Out

ag_explorer_planning_getout

anim_explorer_planning_getout_01

anim_explorer_planning_getout_02