Bot has control circle (threshold).

When the bot is standing:

+ If ancient fish is not **fighting** any enemies, it will wander around the bot within the circle.

- If it sees any enemy, it will pursue that enemy. Note that seeing is NOT fighting. That is if the fish will abandon the enemy if the bot suddenly moves. To avoid making contradicting moves (i.e it sees enemy => pursue, but out of range => come back to the bot => End up doing nothing), a "comeBack" boolean flag will solve the problem. The flag will lock the pursue action, i.e once the flag is set the fish can only follow the bot. If the bot and the fish is close enough, set to false.

+ Else the fish keeps fighting

When the bot is moving:

+ If the fish is not fighting, follow the bot

+ Else the fish keeps fighting untill the distance between the bot and the fish is greater than the threshold. Then the fish will abandon its target to follow the bot