

State: Engaging Opponent

State: ~Engaging Opponent

AI Shooting  
Opponent Shooting

~AI Shooting  
Opponent Shooting

Opponent  
not in view

Opponent  
in view

Death/Flee

Meet Opponent

Moving

Staying

~Has achieved  
strategic  
position local  
optimum

Has achieved  
strategic position  
local optimum

High Health

Low Health

Medium Health

Variable: Health

Opponent  
Shooting

~Opponent  
Shooting

Opponent  
Moving

~Opponent  
Moving

Variable: Opponent Action

Has Gun

~Has Gun

Variable: Gun