

Focus Random

Attack

- At first it verifies that at least one enemy is present in the enemy team.
- Then it chooses a random enemy in the enemy team.
- It verifies that the enemy is alive and the attacker is not dead and if the game is not finished.
- Lock the thread and call the attack method.

Heal

- At first it verifies that at least one ally is present in the ally team.
- it verifies that at least one enemy is present in the enemy team to be sure that the game is not finished.
- Then it chooses a random ally in the ally team.
- If the ally has its maximum health, it chooses another random ally in the ally team.
- It verifies that the ally is alive and the healer is not dead and if the game is not finished..
- Lock the thread and call the heal method.

Focus specific class

Attack

- At first it verifies that at least one enemy is present in the enemy team and if the selected class is present in the enemy team.
- If the selected class is not present it switches to the focus random algorithm.
- Then it chooses a random enemy in the enemy team.
- If the chosen enemy is not the right class, it chooses another random enemy in the enemy team.
- It verifies that the enemy is alive and the attacker is not dead and if the game is not finished.
- Lock the thread and call the attack method.

Heal

- At first if the selected class is present in the ally team..
- it verifies that at least one enemy is present in the enemy team to be sure that the game is not finished.
- If the selected class is not present it switches to the focus random algorithm.
- Then it chooses a random ally in the ally team.
- If the chosen ally is not the right class, it chooses another random ally in the ally team.
- It verifies that the ally is alive and the healer is not dead and if the game is not finished..
- Lock the thread and call the heal method.

Focus lower health points

Attack

- At first it verifies that at least one enemy is present in the enemy team.
- Then it chooses the enemy with the lower health point left in the enemy team.
- If the chosen enemy is dead, it chooses another enemy in the enemy team.
- It verifies that the enemy is alive and the attacker is not dead and if the game is not finished.
- Lock the thread and call the attack method.

Heal

- At first it verifies that at least one ally is present in the ally team.
- it verifies that at least one enemy is present in the enemy team to be sure that the game is not finished.
- Then it chooses the ally with the lower health point left in the ally team.
- If the chosen ally is dead, it chooses another ally in the ally team.
- If the ally has its maximum health, it chooses another random ally in the ally team.
- It verifies that the enemy is alive and the attacker is not dead and if the game is not finished.
- Lock the thread and call the heal method.

Focus most defense

Attack only

- At first it verifies that at least one enemy is present in the enemy team.
- Then it chooses the enemy with the highest defense point left in the enemy team.
- If the chosen enemy is dead, it chooses another enemy in the enemy team.
- It verifies that the enemy is alive and the attacker is not dead and if the game is not finished.
- Lock the thread and call the attack method.