**Incoming Data - coming from working memory, what is happening now.**

**Current Character information**

1. Current Character Class
2. Current Health
3. Current Available abilities
4. Current Resources
5. Current Move Range
6. Current Attack Range
7. Current Potential Damage

**Enemy Information**

1. Each Opponent Health

Each Opponent Distance

1. In or out of their attack range
2. in or out of your attack range.
3. Enemy Resources
4. Enemy Move Range
5. Each Enemy Potential Damage.

**Outcomes**

* 1. Move Away from enemy
  2. Attack Opponent
  3. Use Ability
  4. Move closer to Enemy

**Incoming Knowledge Base Statements.**

**Examples**

IF Current Health > 80% = TRUE

Enemy Attack Range = FALSE

Enemy Move Range = FALSE

THEN D - Move closer to Enemy.

IF Current Health < 50% & > 30% = TRUE

Enemy Attack Range = TRUE

Current Attack Range = TRUE

Enemy Current Health >30% = True

Then B - Attack Opponent,

IF Current Health <50% & > 30% = TRUE

Enemy Attack range = False

Enemy Move Range = False

Current Ability Heal = TRUE

THEN C - Use Ability Heal on self.