```
                    ┌─────────────┐
                    │    Start    │
                    └─────────────┘
                           │
                           ▼
                    ┌─────────────┐
                    │ Stag Spawned│
                    └─────────────┘
                           │
                  Movement Assigned Via Ai
                           │
                           ▼
┌──────────────┐    ┌─────────────┐◄───────┌─────────────┐◄───►┌─────────────┐◄───►┌─────────────┐
│ Stag Moves   │───►│   Stag AI   │        │ Stag Moves  │     │Stag Idle Eat│     │  Stag Idle  │
│ Away From    │    └─────────────┘        └─────────────┘     └─────────────┘     └─────────────┘
│ Player       │           │
└──────────────┘    Stag Checks if boundary is
       ▲              overlapping
       │                   │
       │                   ▼
       │            ╱─────────────╲
       │           ╱ Is_Player_In_ ╲        ┌──────────────────┐
       └──── Yes ──┤   Boundary     ├── No ─►│ Stag Movement    │
                   ╲               ╱         │ According To     │
                    ╲─────────────╱          │ Script           │
                                             └──────────────────┘
```

Start

Stag Spawned

Movement Assigned Via Ai

Stag AI

Stag Moves

Stag Idle Eat

Stag Idle

Stag Checks if boundary is overlapping

Stag Moves Away From Player

Is_Player_In_ Boundary

Yes

No

Stag Movement According To Script

Stag Moves Randomly Between These three states