Behaviour starts

IF INITIAL IS FALSE

INITIAL IS TRUE

START TIMER

Start activity

IF TIMER HAS NOT ENDED AND NOT PAUSED

DAMAGE PATIENT

ADD TO LEECHPOINTS

ELSE

START HEALING PATIENT

IF PATIENT DEAD

ENDED =TRUE

STOP ACTIVITY

IF PLAYER INTERACTS WITH PATIENT AND TIMER HAS ENDED

START TIMER

IF PLAYER INTERACTS WITH PATIENT AND TIMER HAS NOT ENDED

PAUSE TIMER

IF LEECH POINTS > MAX LEECH POINTS

ENDED =TRUE

STOP ACTIVITY

LEECH POINTS =0