**Goblin State-Condition-Transition table**

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| --- | --- | --- |
| Current State | Condition | State transition |
| Idle | Enemy not dead | Investigate |
| Idle | Spots enemy | Attack |
| Investigate | Spots enemy | Attack |
| Investigate | Enemy dead | Idle |
| Attack | Enemy is killed | Taunt |
| Attack | Health below 25% | Retreat |
| Taunt | No damage taken | Idle |
| Taunt | Health below 100% | Heal |
| Retreat | Hits a wall | Heal |
| Heal | Health at 100% | Idle |
| Heal | Health above 50% and enemy is detected | Attack |

State Types

|  |  |  |
| --- | --- | --- |
|  |  |  |
| Attack | Idle | Heal |
| Retreat | Investigate |  |
|  | Taunt |  |