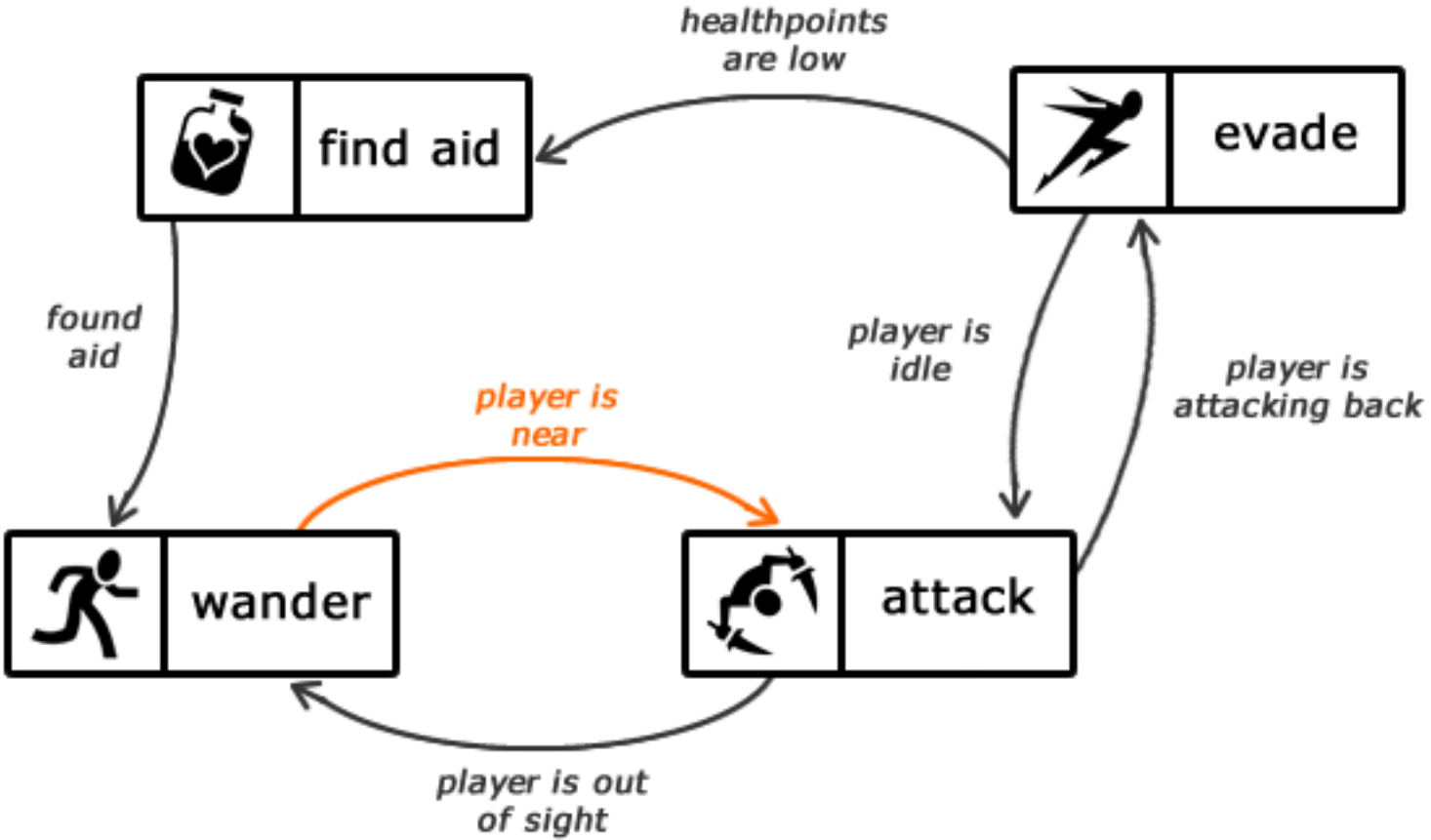
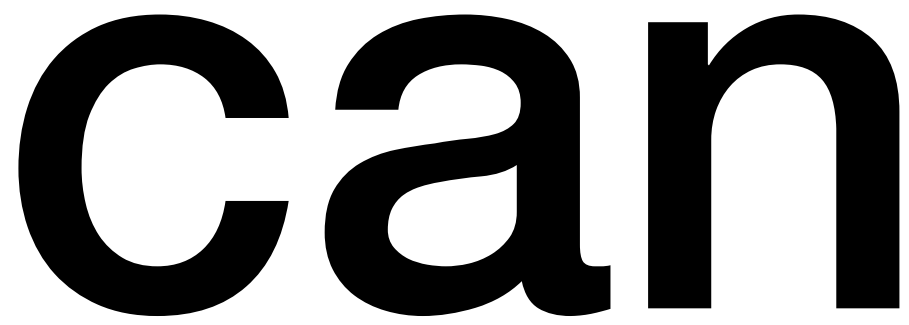
FSM

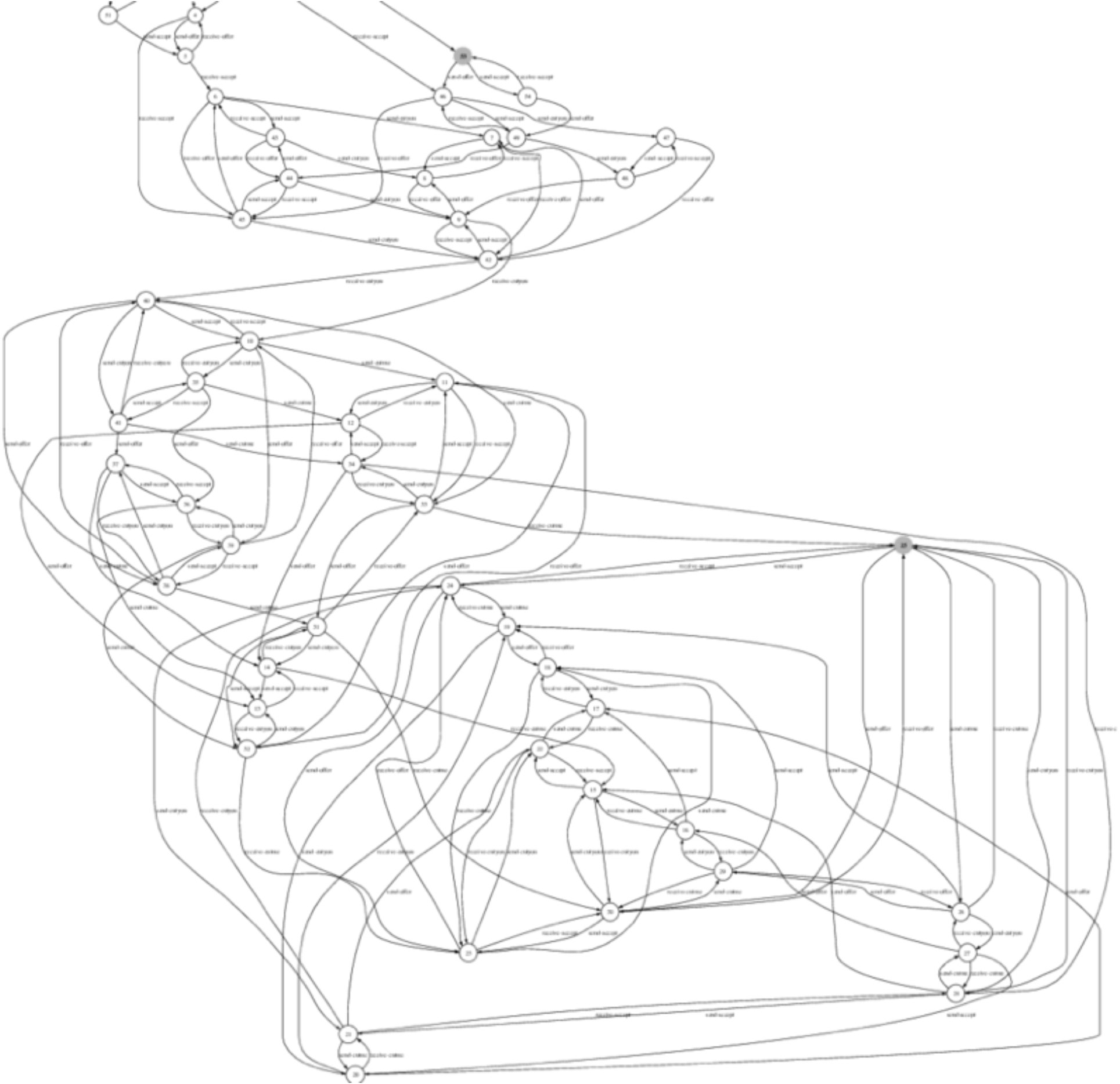

healthpoints
are low
find aid
evade
found
aid
player is
idle
player is
attacking back
player is
near
wander
attack
player is out
of sight


can

get

(REALLY)

complex



unity
user
group
Trento

FSM