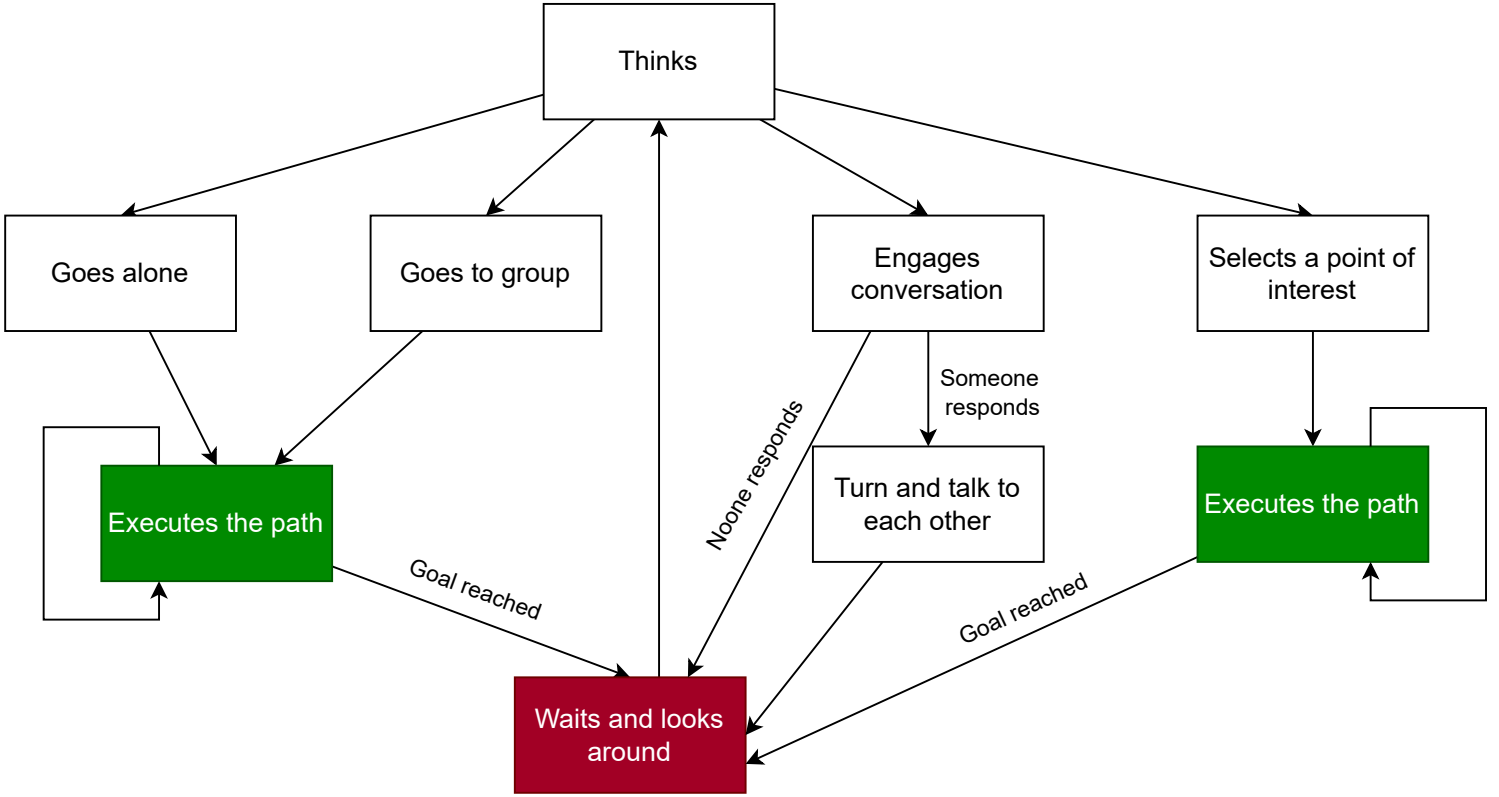
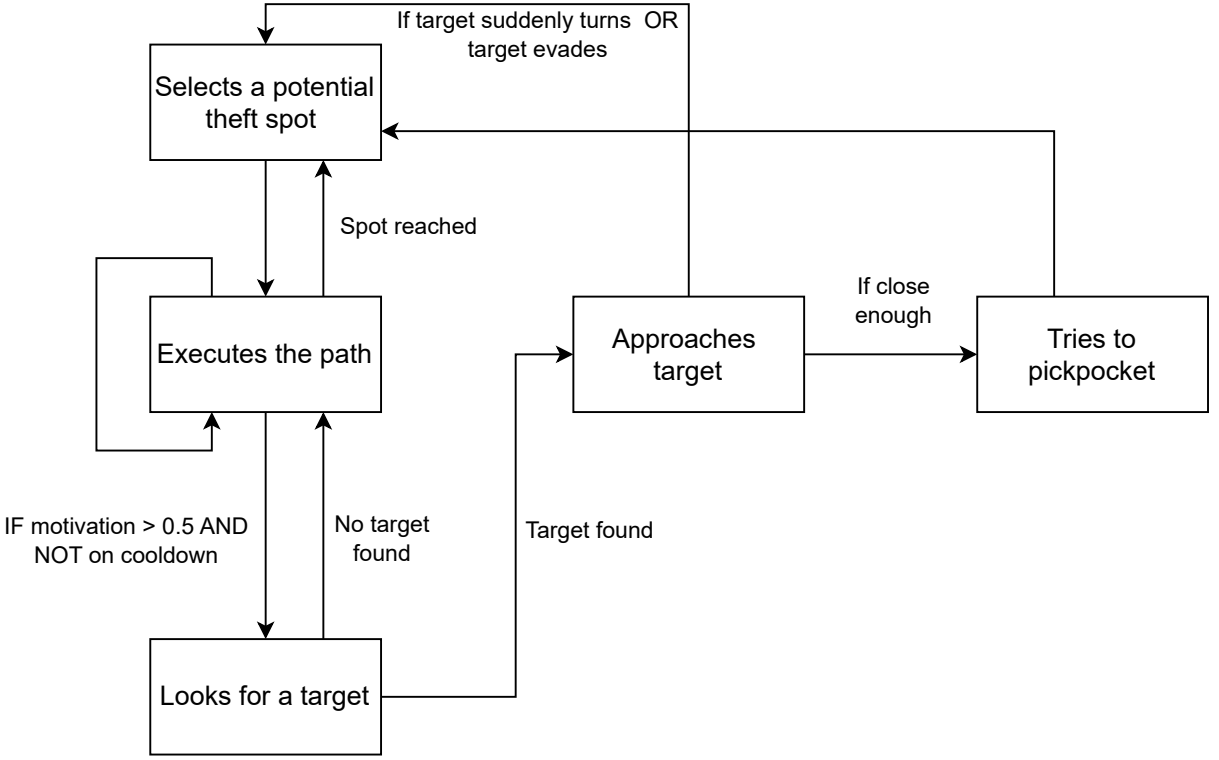
Citizens


Thinks
Goes alone
Goes to group
Engages conversation
Selects a point of interest
Someone responds
Noone responds
Executes the path
Turn and talk to each other
Executes the path
Goal reached
Goal reached
Waits and looks around

Thieves


If target suddenly turns OR
target evades
Selects a potential
theft spot
Spot reached
Executes the path
IF motivation > 0.5 AND
NOT on cooldown
No target
found
Looks for a target
Target found
Approaches
target
If close
enough
Tries to
pickpocket