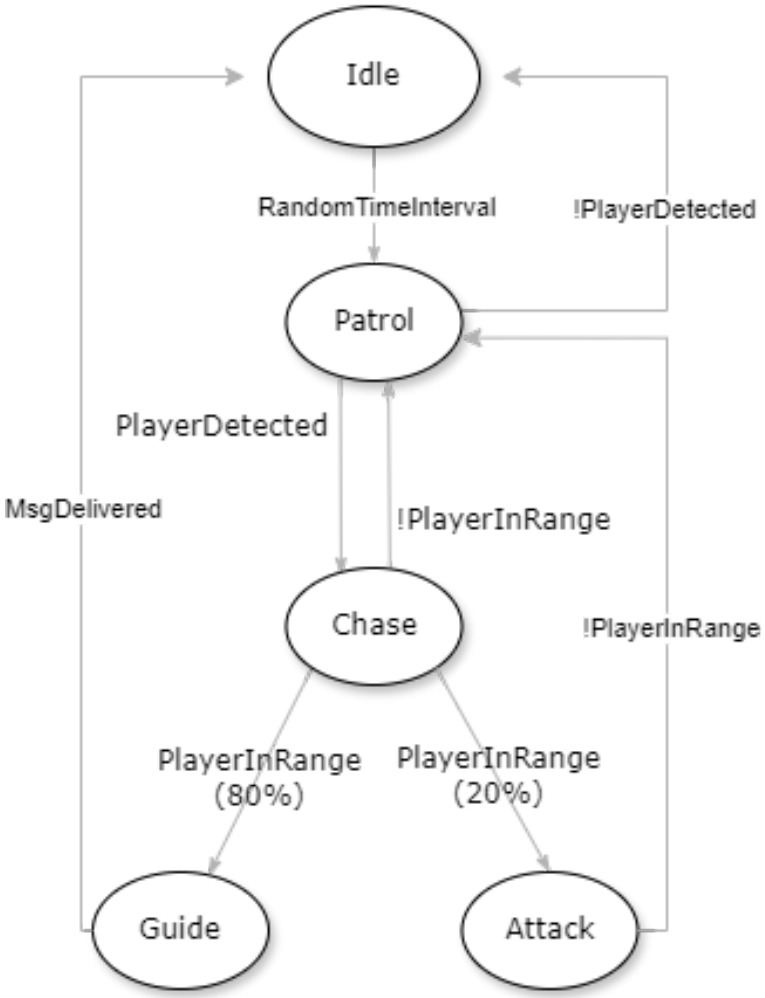
FSM Diagram



State-Condition-Transition Table

Current State	(Under) Condition	Next State	Action
Idle	RandomTimeInterval	Patrol	Moving between waypoints
Patrol	!PlayerDetected	Idle	Standing still until time to patrol
Patrol	PlayerDetected	Chase	Following player
Chase	!PlayerInRange	Patrol	Moving between waypoints
Chase	PlayerInRange	Guide(80%)	Provide guideline
Chase	PlayerInRange	Attack(20%)	Engage Player
Guide	MsgDelivered	Idle	Standing still until time to patrol
Attack	!PlayerInRange	Patrol	Moving between waypoints