EnemyAnalyzer

```
analysing

idle

   ev_PlayerSpotted(isEnemy())
   visibleEnemies++;
   broadcastEvent(new ev_EnemySpotted(player));

[visibleEnemies==0]
broadcastEvent(new ev_NoEnemiesVisible())

[visibleEnemies>0]

enemyInSight

   ev_PlayerSpotted(isEnemy())
   visibleEnemies++;
   broadcastEvent(new ev_EnemySpotted());

   ev_PlayerKilled(isEnemy())
   visibleEnemies--;
   broadcastEvent(ev_EnemyNeutralized(player));

   ev_PlayerOutOfView(isEnemy())
   visibleEnemies--;
   broadcastEvent(ev_EnemyOutOfView(player));

deciding
 ```
LowMoraleAnalyzer

leader_alive

deciding

leaders_dead

broadcastEvent(new ev_MoraleLow());

ev_PlayerKilled[isLeader(player)]

[leaderCount>0]

leaderCount--;
state_0

ev_GrenadeThrown\{stuckOnSelf(grenade)\}/
broadcastEvent(new ev_GrenadeStuckOnSelf())

ev_VehicleBurning\{isMyVehicle(vehicle)\}/
broadcastEvent(new ev_OwnVehicleBurning())
analyzing

no_enemies_near

[store.empty] / broadcastEvent(new ev_NoEnemiesInMelee())

ev_EnemySpotted[inMeleeRange(player)] / broadcastEvent(new ev_EnemyInMeleeRange(player)); store(player)

enemies_near

[!store.empty] / ev_EnemyOutOfView[inMeleeRange(player)] / remove(player)

ev_EnemySpotted[inMeleeRange(player)] / broadcastEvent(new ev_EnemyInMeleeRange(player)); store(player)

check_store

ev_PositionChanged/updateStore()
VehicleProximityAnalyser

- **no_burning_vehicles_near**
  - [store.empty] /
  - broadcastEvent(new ev_NoBurningVehiclesNear())

- **storing**
  - [store.empty]
  - broadcastEvent(new ev_BurningVehicleNearby(vehicle));
  - store(vehicle)

- **grenade_near**
  - ev_VehicleBurning(inRange(vehicle)) /
  - broadcastEvent(new ev_BurningVehicleNearby(vehicle));
  - store(vehicle)

- **check_store**
  - [!store.empty]

- **ev_VehicleDestroyed[inRange(vehicle)]** /
  - remove(vehicle)

- **ev_PositionChanged/updateStore()**
analysing

ev_PlayerOutOfView(isAlly(player))
/ broadcastEvent(new ev_AllyOutOfView(player))

ev_PlayerSpotted(isAlly(player))
/ broadcastEvent(new ev_AllySpotted(player))
state_11

- safe
  - broadcastEvent(new ev_Safe())
- at_risk
  - broadcastEvent(ev_AtRisk())

\[\text{in}(2.\text{safe}) \&\& \text{in}(3.\text{safe}) \&\& \text{in}(4.\text{safe})\]

state_20

- ev_LowHealthThreat
  - ev_UnderFireThreat
  - ev_ShieldThreat
  - ev_AreaThreat

safe

- ev_LowHealthThreat
  - ev_UnderFireThreat
  - ev_ShieldThreat
  - ev_AreaThreat

- ev_AreaThreatAbated

area_risk

- ev_AreaThreat
  - ev_AreaThreatAbated

shield_risk

- ev_ShieldThreat
  - ev_ShieldThreatAbated

broadcastEvent(new ev_Safe())

broadcastEvent(ev_AtRisk())

ev_LowHealthThreat

ev_UnderFireThreat

ev_ShieldThreat

ev_AreaThreat

ThreatCompilerAnalyser

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analyzing

no_grenades_near

| [store.empty] |
| broadcastEvent(new ev_NoGrenadesNear()) |

grenade_near

| ev_GrenadeThrown(inRange(grenade)) |
| broadcastEvent(new ev_GrenadeNearby(grenade)) |
| store(grenade) |
| check_store |
| [store.empty] |
| broadcastEvent(new ev_NoGrenadesNear()) |

| ev_GrenadeExploded(inRange(grenade)) |
| remove(grenade) |

| ev_GrenadeThrown(inRange(grenade)) |
| broadcastEvent(new ev_GrenadeNearby(grenade)) |
| store(grenade) |

| ev_PositionChanged/updateStore() |