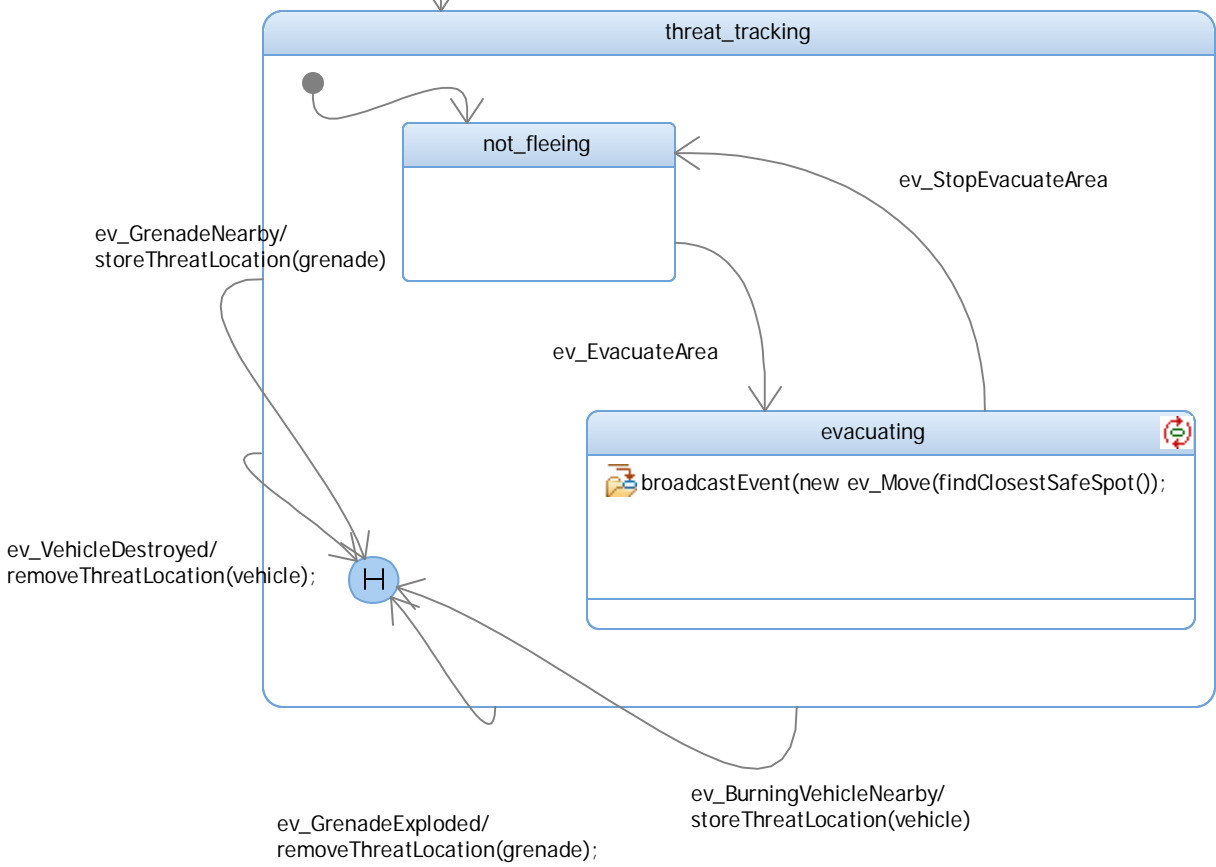
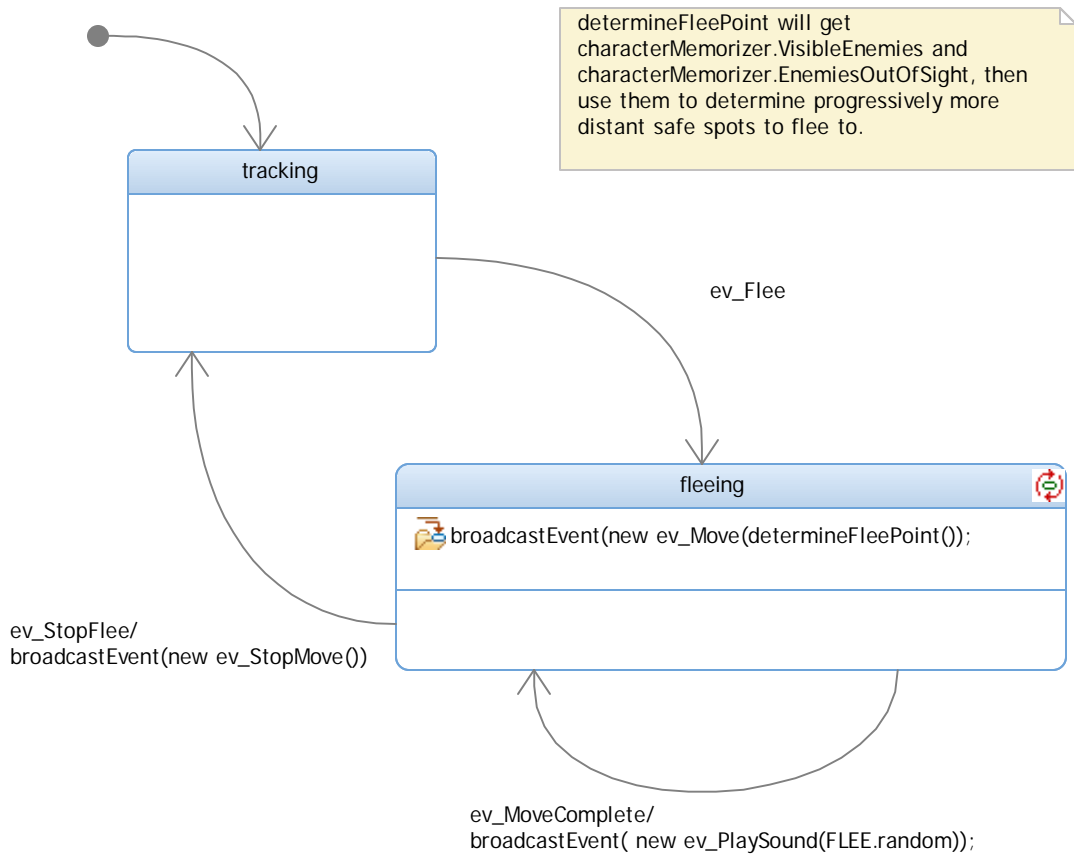
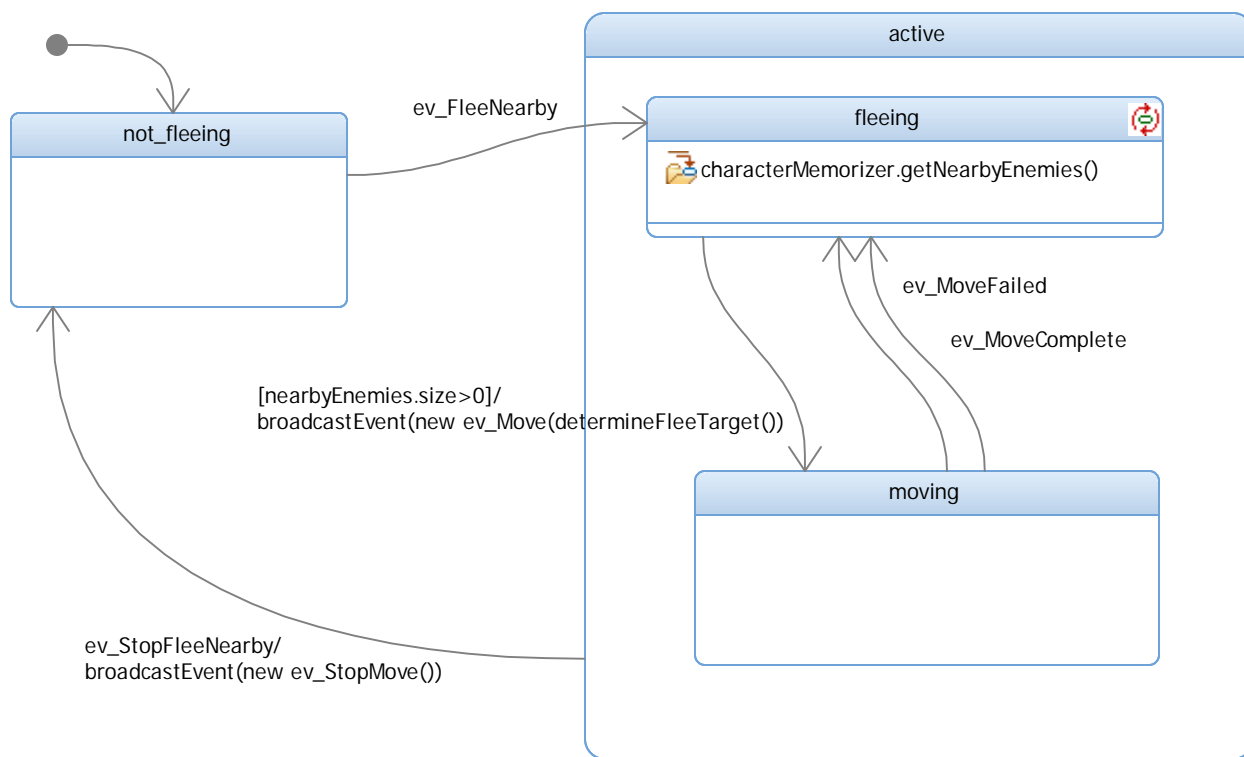


ClearAreaExecutor

findClosestSafeSpot looks at the stored list of area threat locations (e.g. grenades, burning vehicles), and finds the closest safe spot.

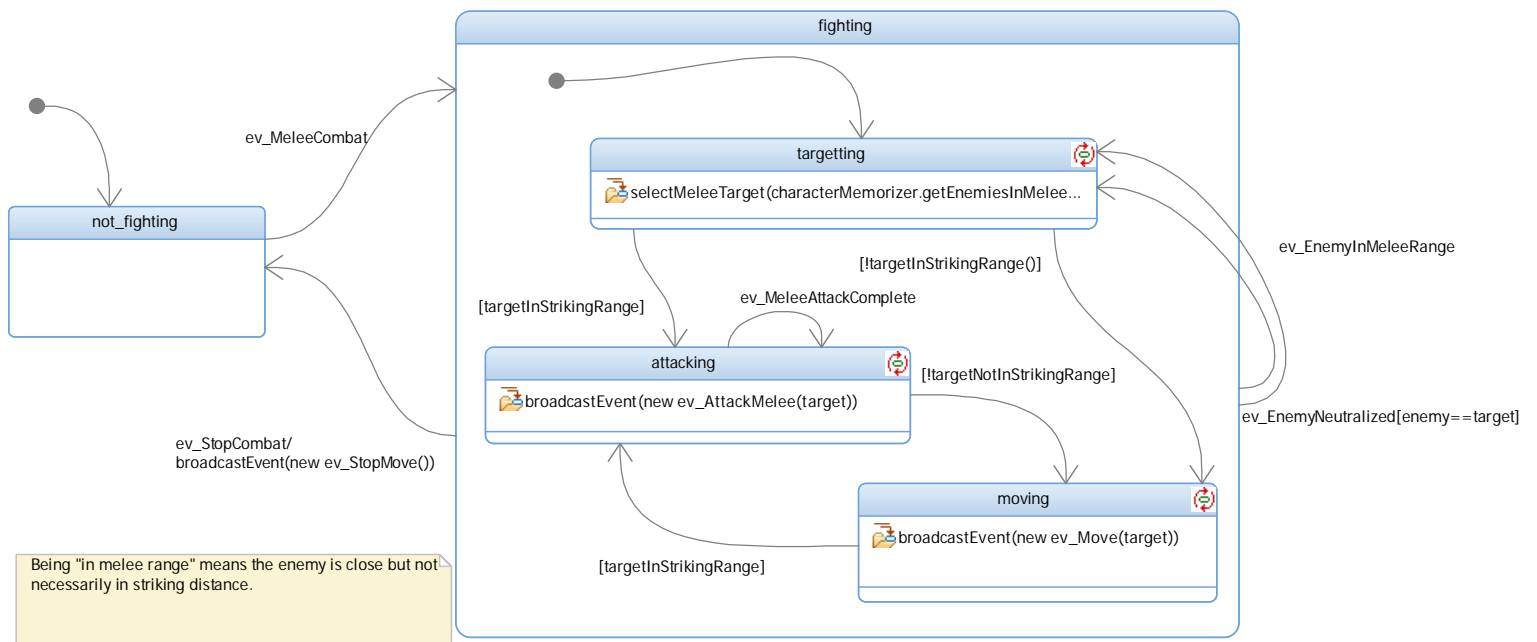




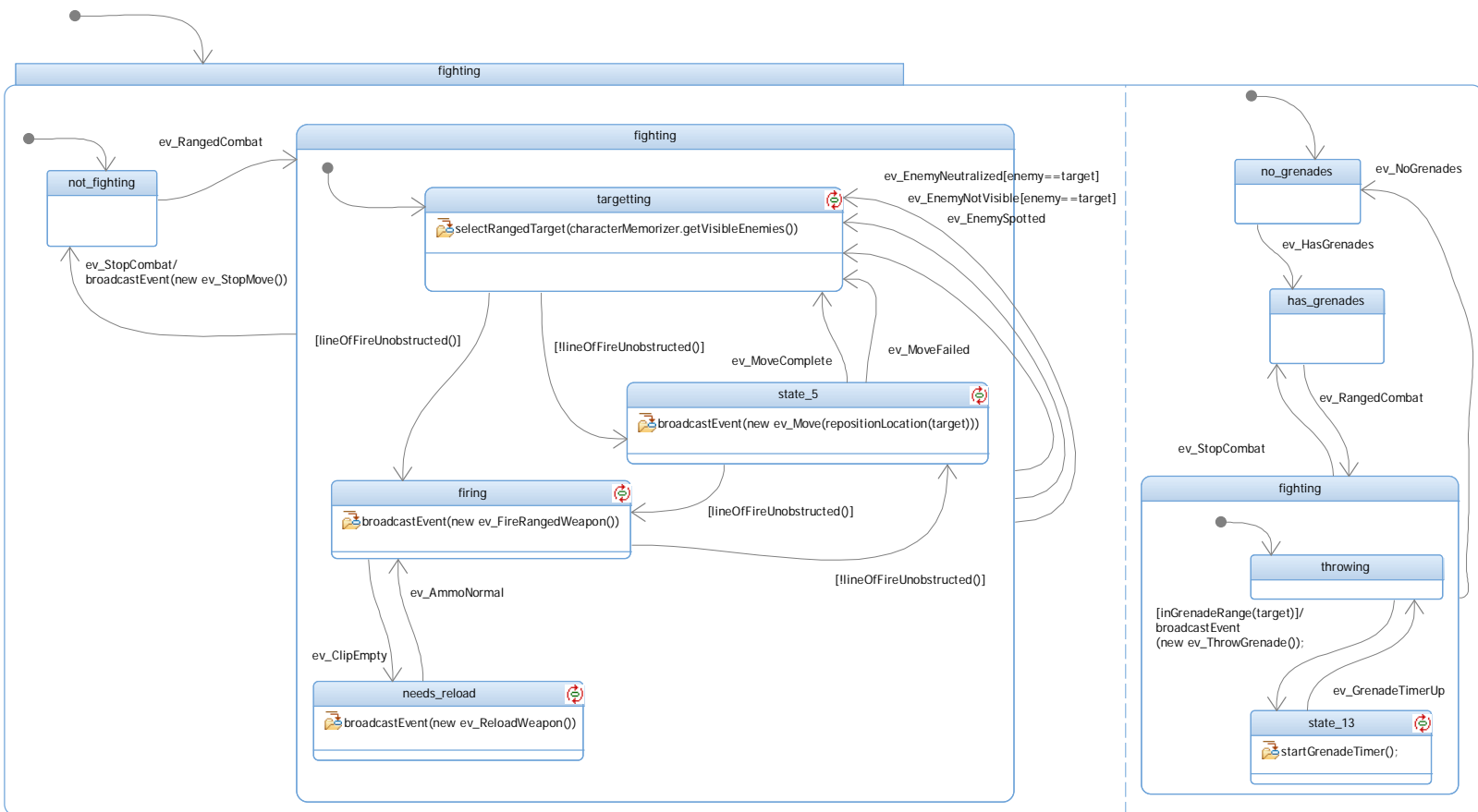


determineFleeTarget takes in a list of nearby enemies and returns a position that is the chosen spot to which to flee.

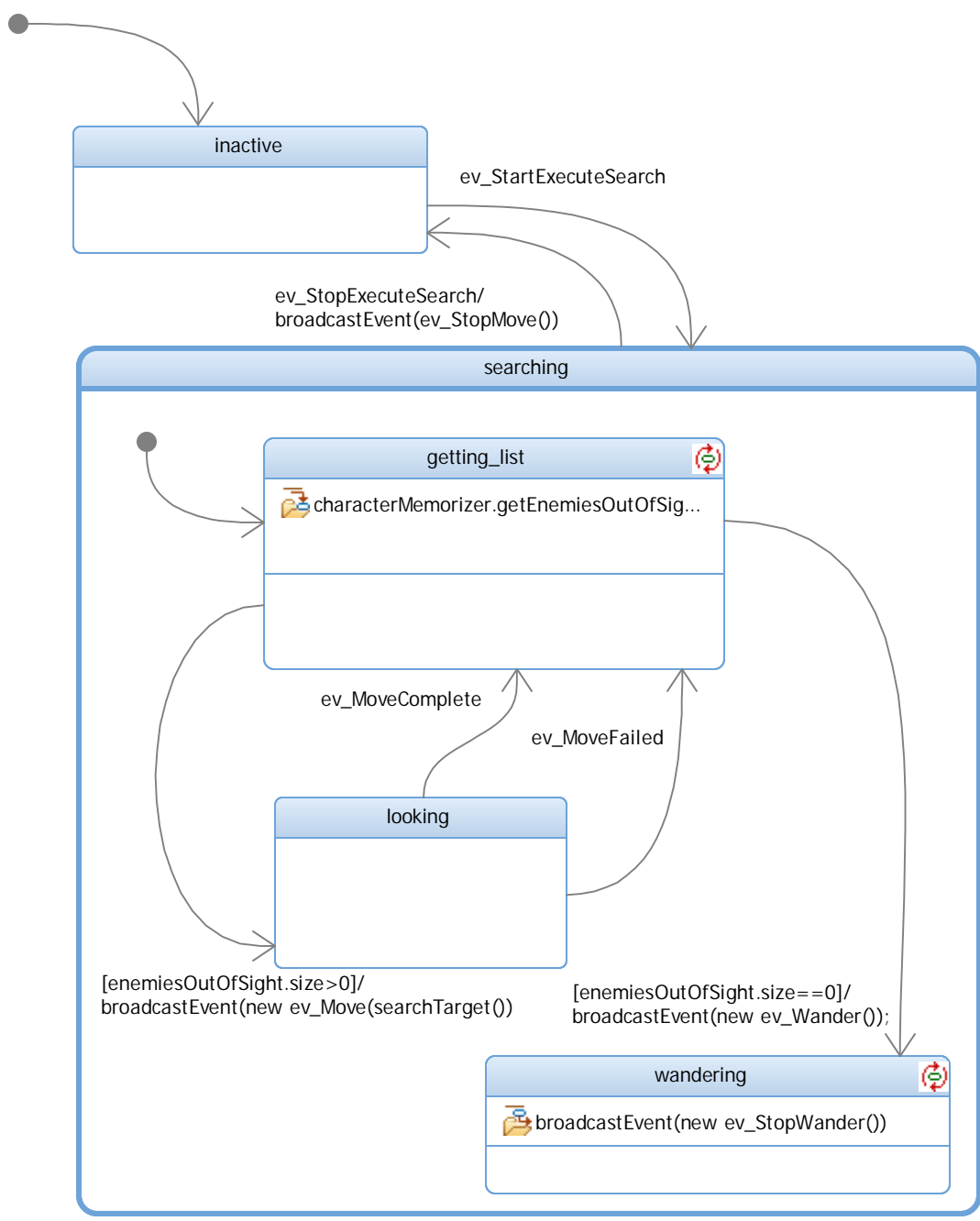
MeleeCombatExecutor

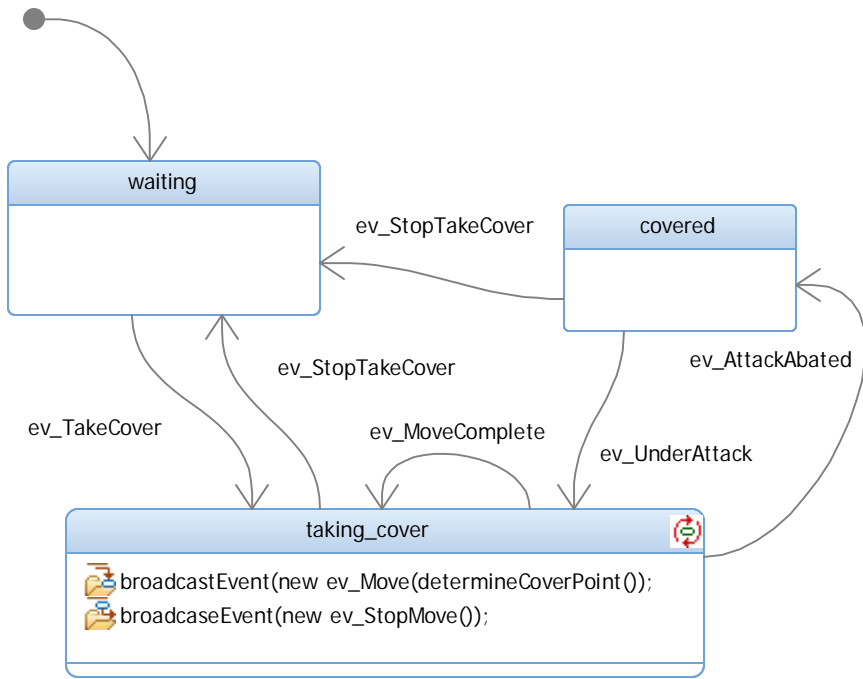


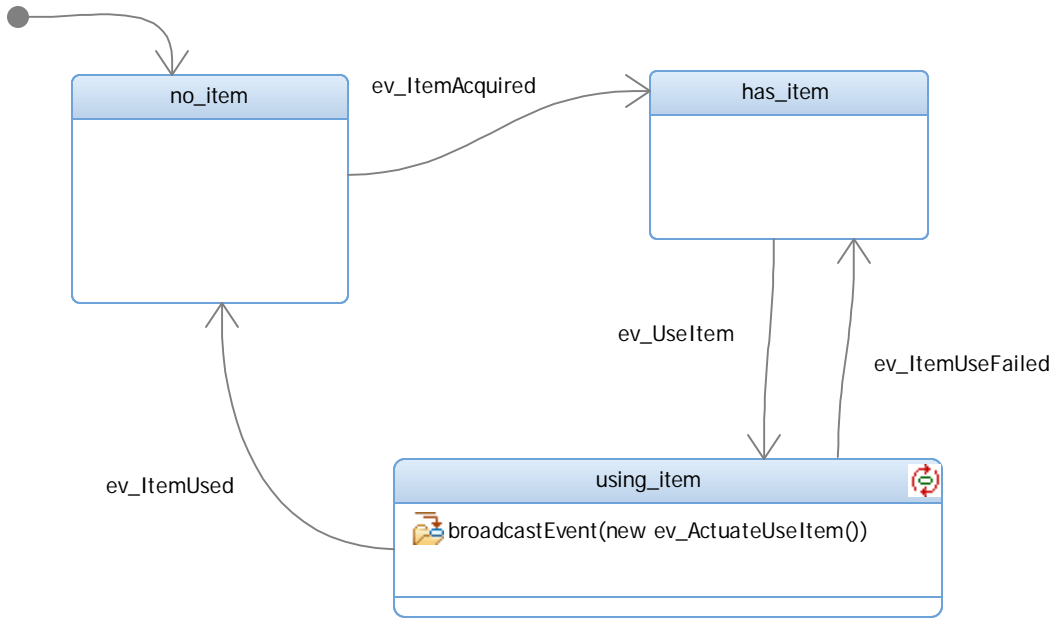
RangedCombatExecutor

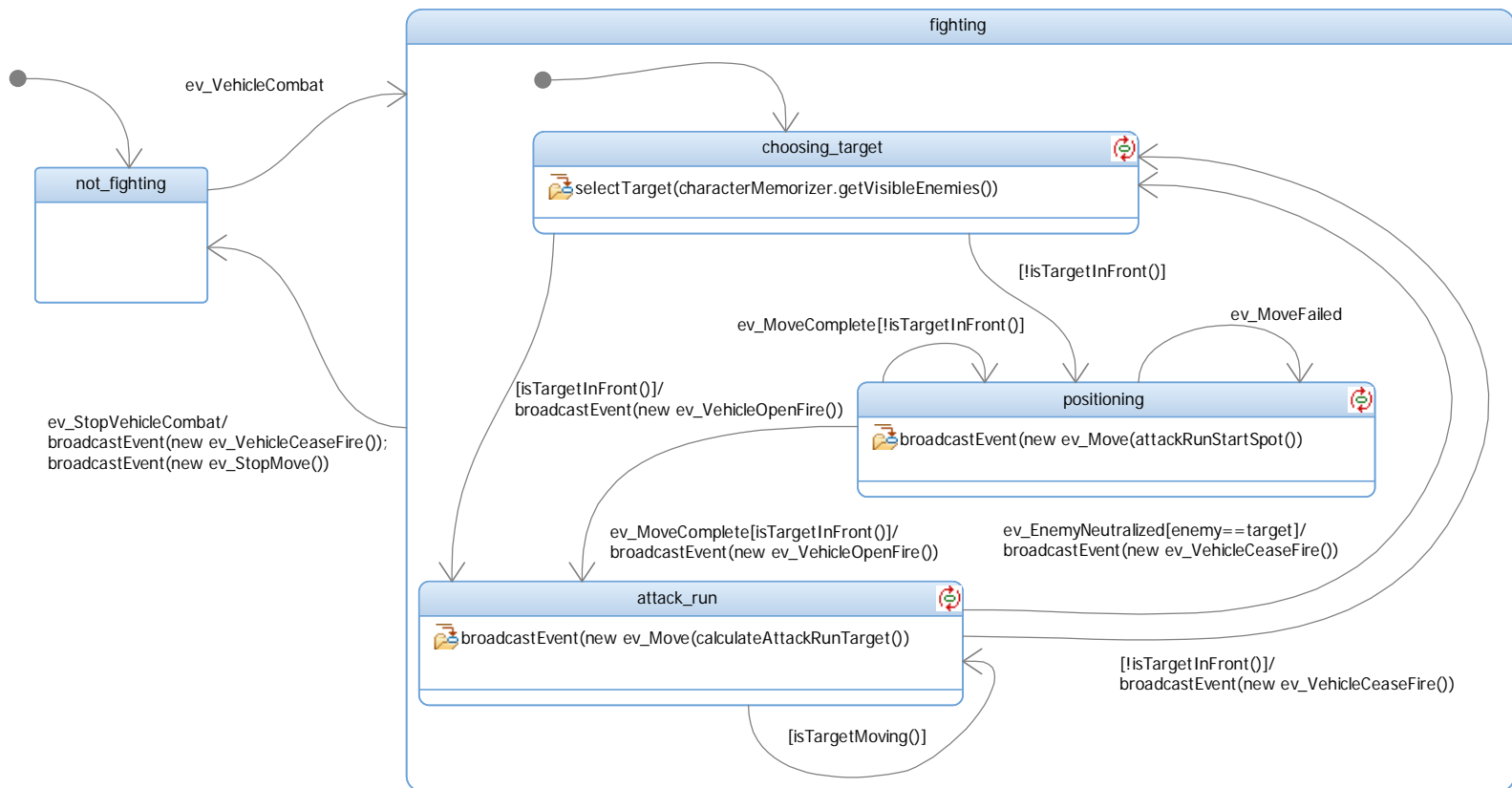


ev_GrenadeTimerUp is generated by the Start grenade timer method









This Statechart uses 4 methods to effect vehicle combat. First, the selectTarget(Players[]) selects the most appropriate attack target. Then, the isTargetInFront method quickly determines if the target is in a cone in front of the NPC. If not, the attackRunStartSpot method will select an appropriate spot from which to attack. Finally, the calculateAttackRunTarget will choose a spot behind the target, in an attempt to run down the target.

