CharacterMemorizer

Contains 4 data structures:
- visible allies
- allies out of view
- visible enemies
- enemies out of view

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- visible allies
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- visible enemies
- enemies out of view
ev_ObstacleSpotted

[obstacles.contains(obstacle)]

[!obstacles.contains(obstacle)]
broadcastEvent(new ev_NewObstacleSpotted(obstacle));
obstacles.store(obstacle);

ev_ObstacleRemoved/obstacles.remove(obstacle);
Commands are stored in a fifo queue, and are removed when a command is read.

`ev_CommandReceived/commands.store(command)`
memorizing

- `ev_AlyVehicleOutOfView`: visibleAllies.remove(vehicle); alliesOutOfView.add(vehicle);
- `ev_AlyVehicleSpotted`: visibleAllies.add(player); alliesOutOfView.remove(player);
- `ev_EmptyVehicleOutOfView`: visibleEmpty.remove(vehicle); emptyOutOfView.add(vehicle);
- `ev_EmptyVehicleSpotted`: visibleEmpty.add(vehicle); emptyOutOfView.remove(vehicle);
- `ev_VehicleDestroyed`: removeAll(player);
- `ev_enemyVehicleOutOfView`: visibleEnemies.remove(vehicle); enemiesOutOfView.add(vehicle);
- `ev_enemyVehicleSpotted`: visibleEnemies.add(vehicle); enemiesOutOfView.remove(vehicle);

Diagram:

- Memorizing state transitions:
  - `ev_AlyVehicleOutOfView` from `memorizing` to `visibleAllies.remove(vehicle); alliesOutOfView.add(vehicle)`;
  - `ev_AlyVehicleSpotted` from `visibleAllies.add(player); alliesOutOfView.remove(player)`;
  - `ev_EmptyVehicleOutOfView` from `visibleEmpty.remove(vehicle); emptyOutOfView.add(vehicle)`;
  - `ev_EmptyVehicleSpotted` from `visibleEmpty.add(vehicle); emptyOutOfView.remove(vehicle)`;
  - `ev_VehicleDestroyed` from `removeAll(player)`;
  - `ev_enemyVehicleOutOfView` from `visibleEnemies.remove(vehicle); enemiesOutOfView.add(vehicle)`;
  - `ev_enemyVehicleSpotted` from `visibleEnemies.add(vehicle); enemiesOutOfView.remove(vehicle)`;