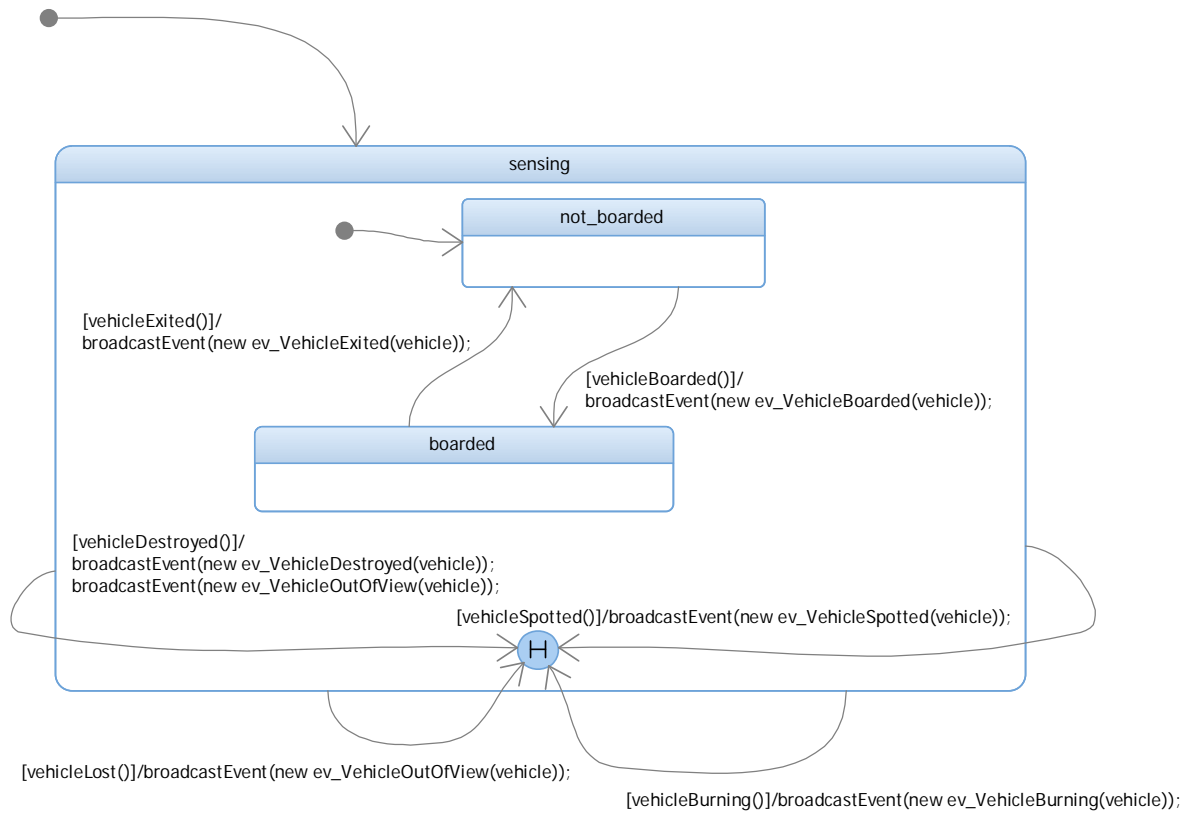


A Stateless Statechart. The listener generates the following events:

```
ev_GrenadeThrown(Grenade)
ev_GrenadeExploded(Grenade)
ev_HasGrenade
ev_NoGrenades
```



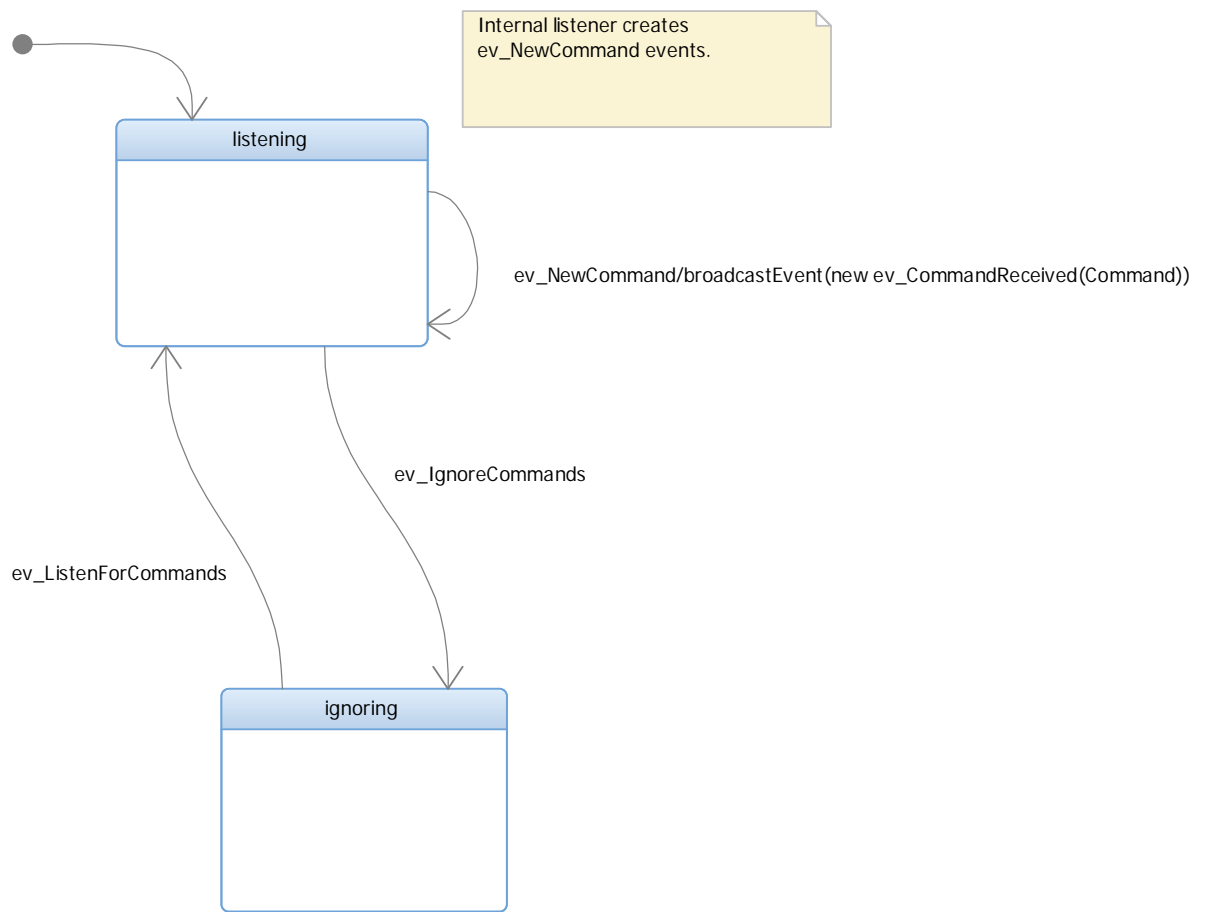
A stateless Statechart. The listener broadcasts the following events:

```
ev_ItemSpotted(item)
ev_ItemOutOfView(item)
ev_ItemRemoved(item)
ev_ItemAcquired(item)
```

A stateless Statechart. The listener broadcasts new `ev_PlayerSpotted(player)`, `ev_PlayerLost(player)`, and `ev_PlayerKilled(player)` events.

A stateless Statechart. The listener will create and broadcast the following events:

ev_ObstacleSpotted(Obstacle)
ev_ObstacleRemoved(Obstacle)



WeaponSensor

