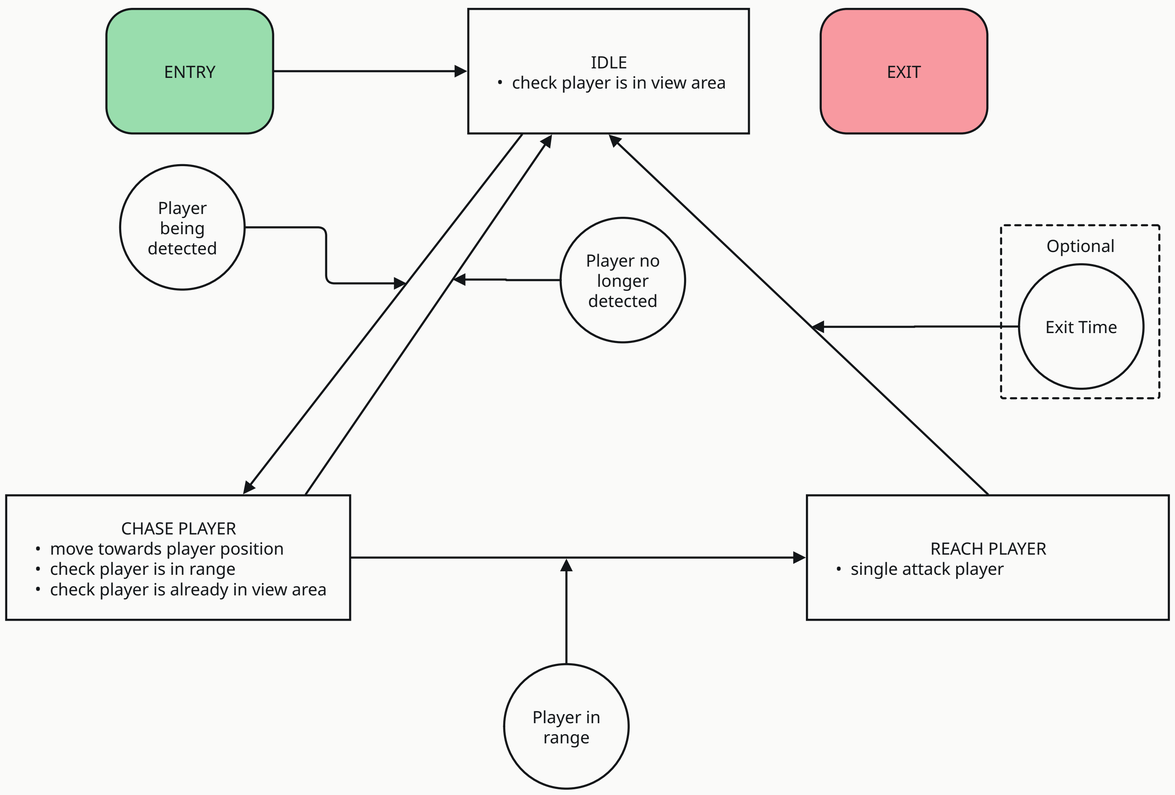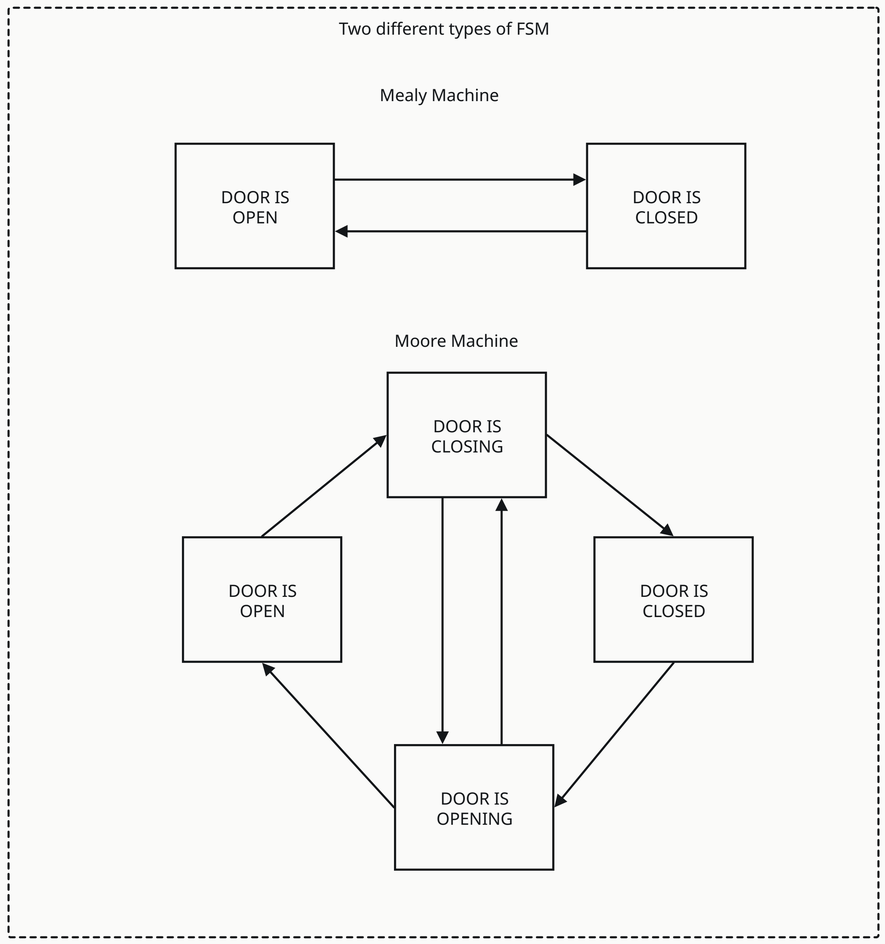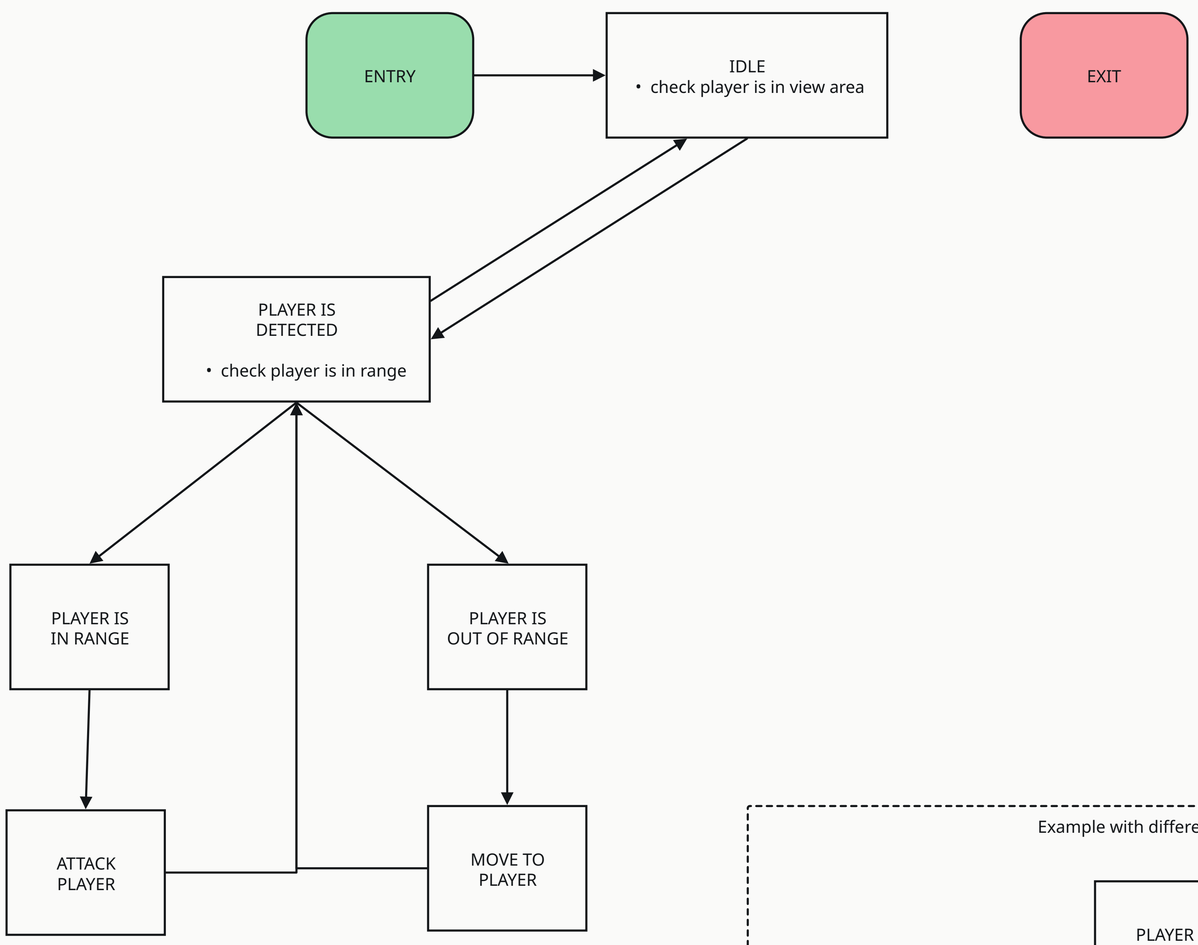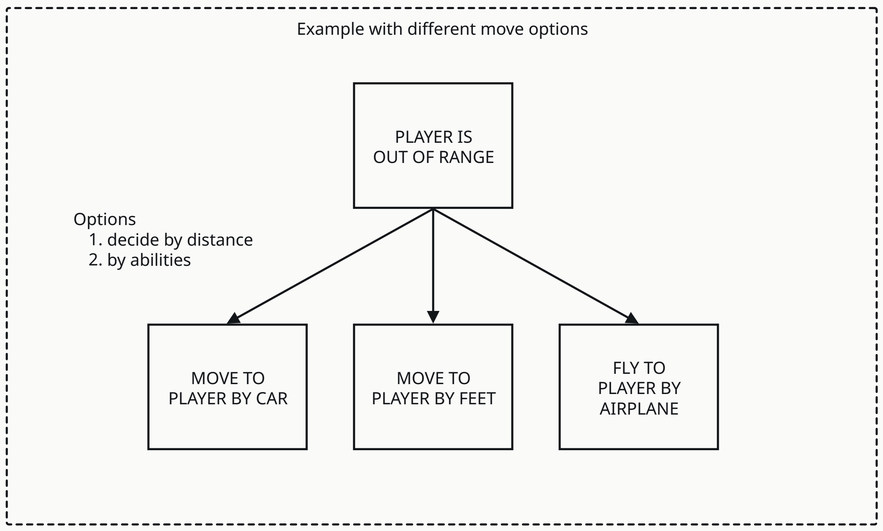- player
- enemies
- create FSM for each enemy
- classic chase/evade scenario