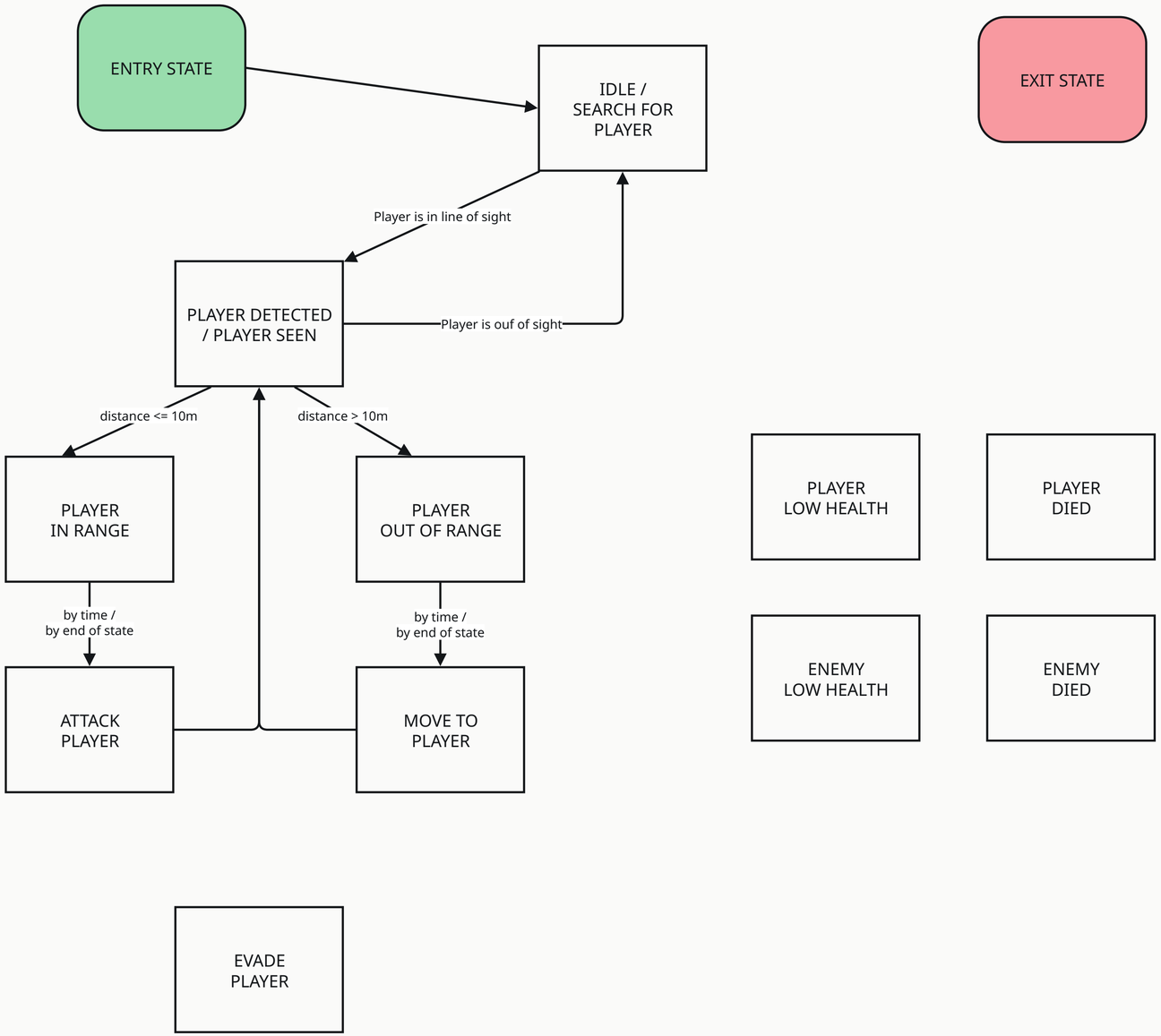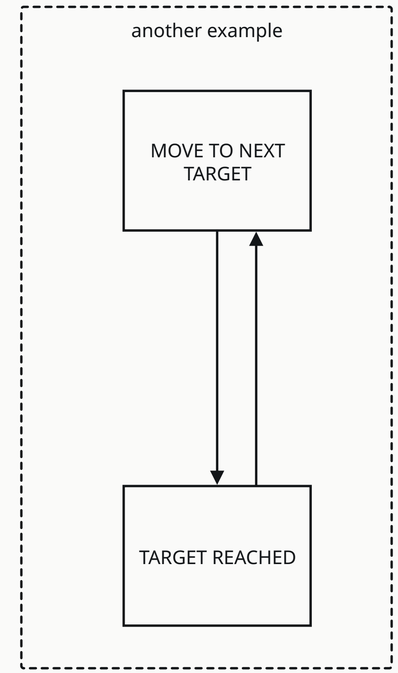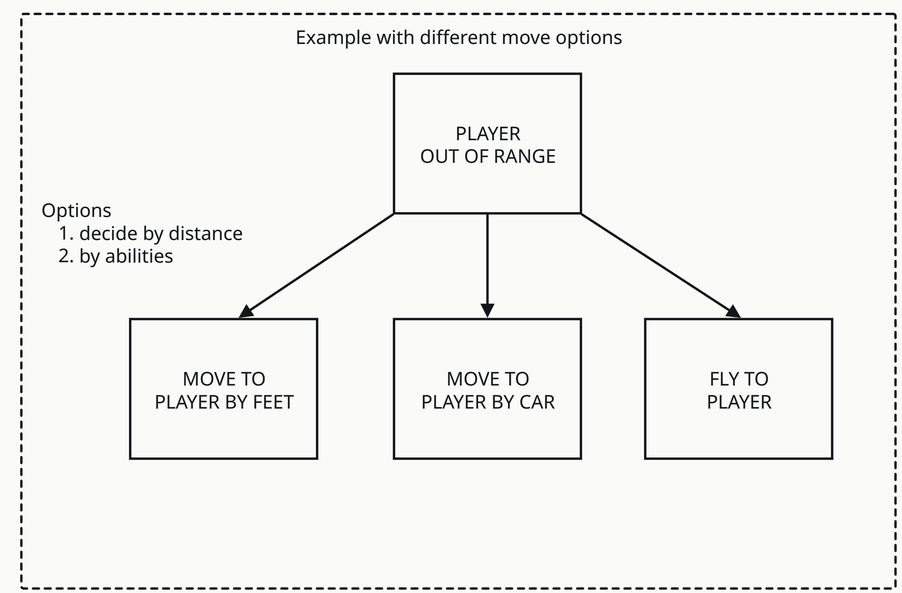- enemies
- player
- FSM is for an enemy
- classic chase/evade system