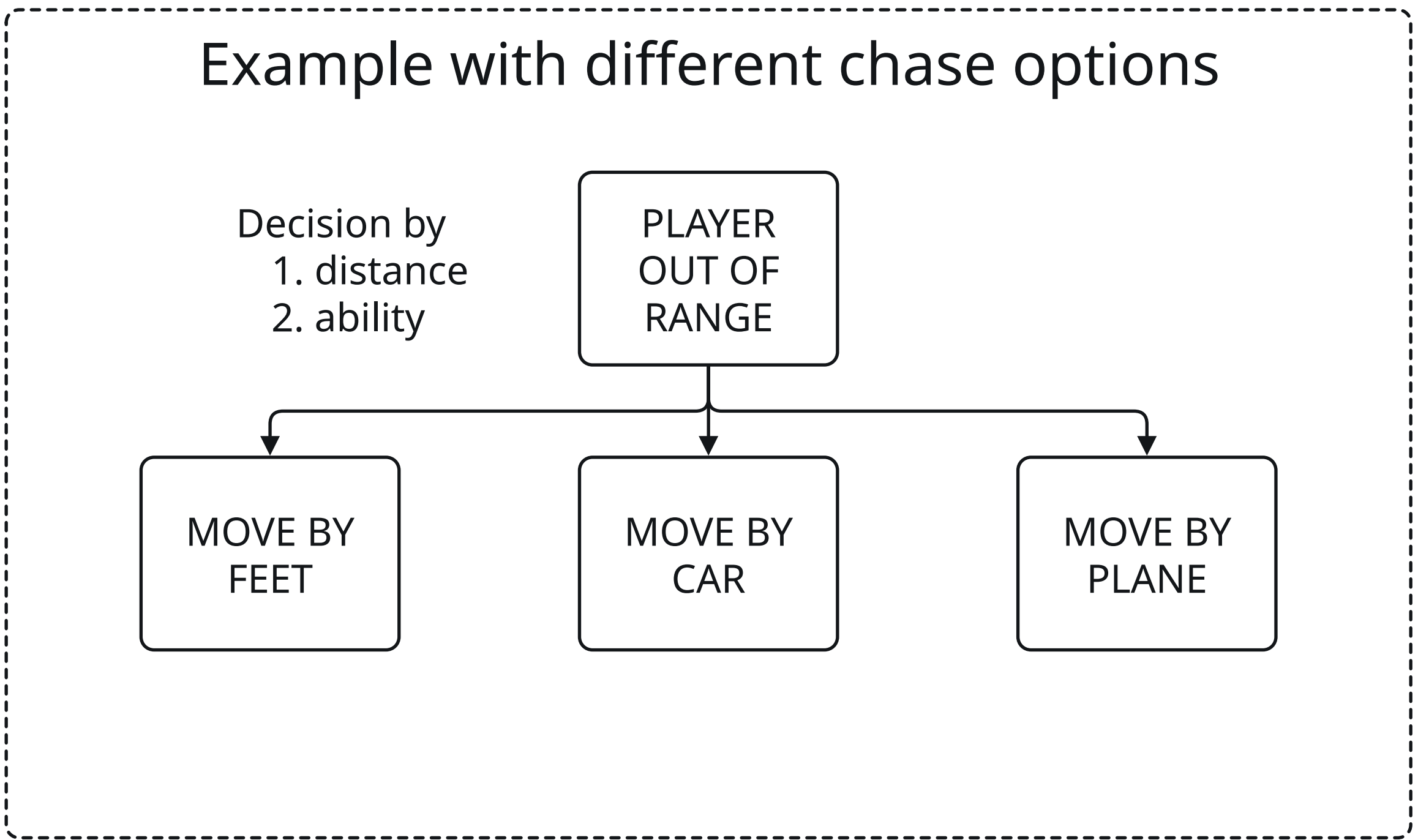
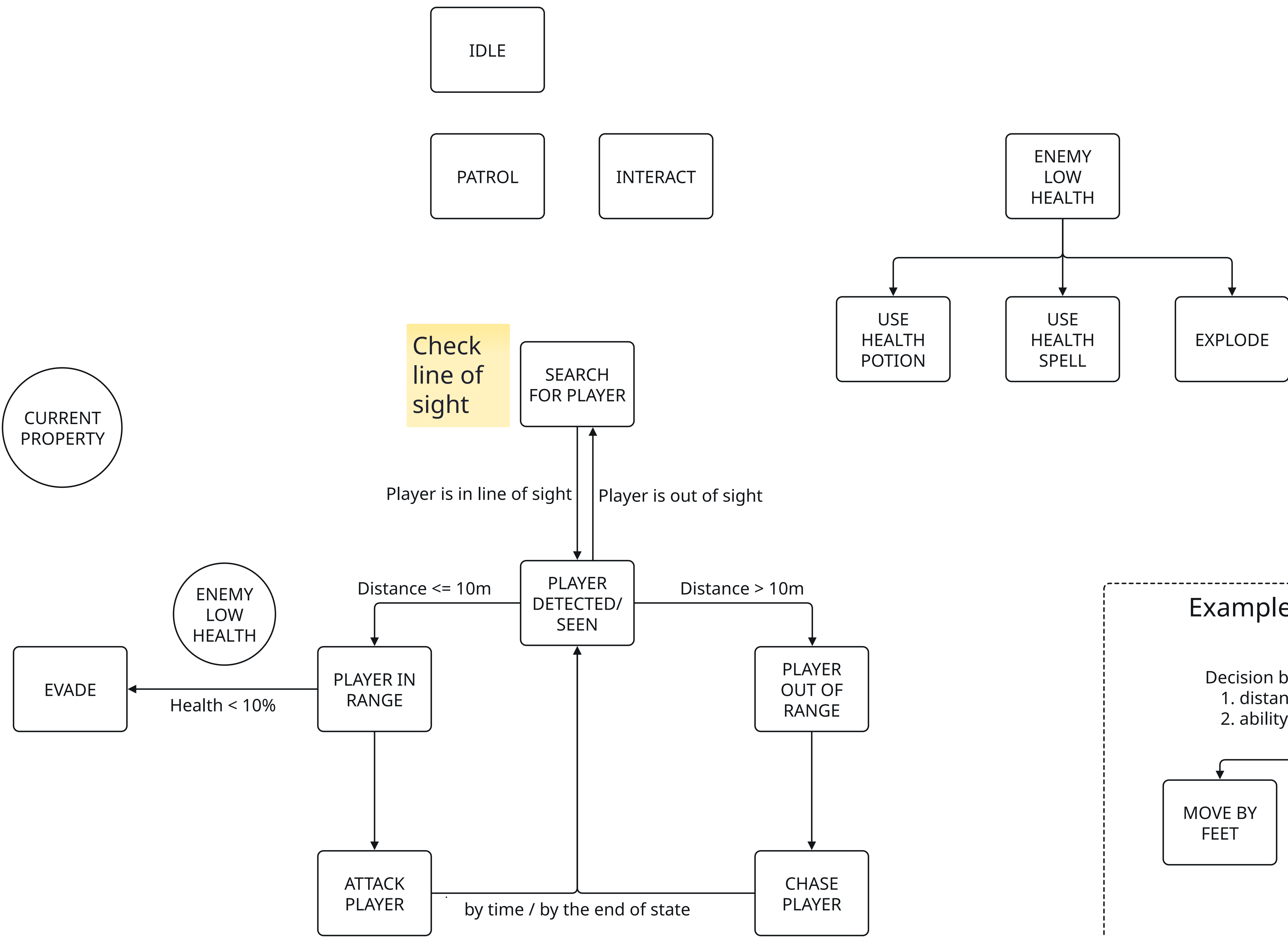


- player
- enemy
- FSM for an enemy
- classic chase/evade system



SUB
STATE
MACHINE

