

on entering the state, the shark stores which enemy it is attacking. this is cleared on exit

The execute loop checks to ensure shark is not dead before checking if the enemy is too far away or if low on health. If ~~any~~ any of those 3 checks is true, then the shark will transition to a different state in accordance to which check succeeded.

```

Enter
{
    Energy = Get Nearest Enemy()
    if (this.damageValue <= 0)
    {
        changeState(Death)
    }
    else
    {
        if (Enemy.Position.Distance > Proximity)
        {
            changeState(Patrol)
        }
        else if (this.damageValue < 20%)
        {
            changeState(Retreat)
        }
        else
        {
            DoAttack()
        }
    }
}
}
Execute

```