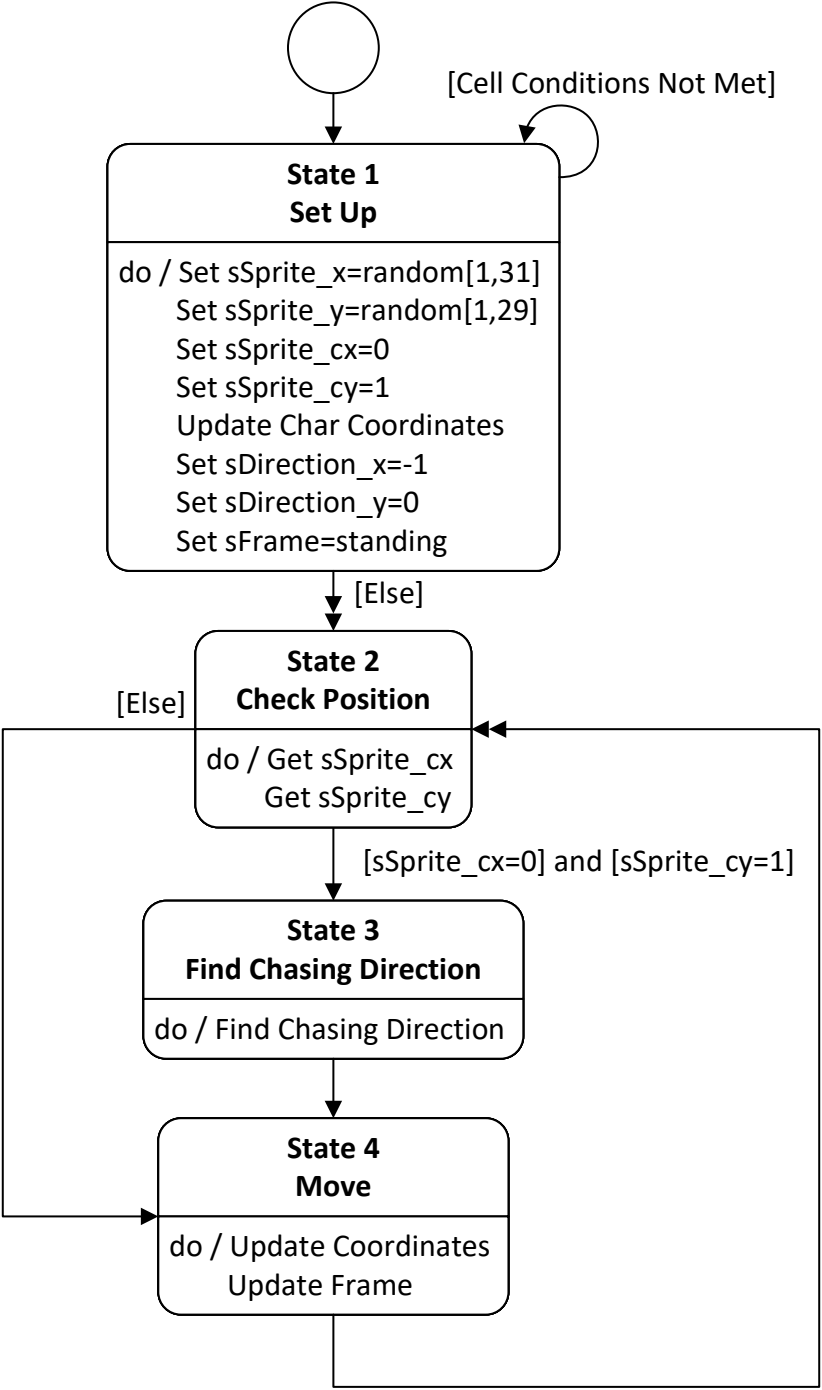
[Cell Conditions Not Met]
State 1
Set Up
do / Set sSprite_x=random[1,31]
Set sSprite_y=random[1,29]
Set sSprite_cx=0
Set sSprite_cy=1
Update Char Coordinates
Set sDirection_x=-1
Set sDirection_y=0
Set sFrame=standing
[Else]
State 2
Check Position
[Else]
do / Get sSprite_cx
Get sSprite_cy
[sSprite_cx=0] and [sSprite_cy=1]
State 3
Find Chasing Direction
do / Find Chasing Direction
State 4
Move
do / Update Coordinates
Update Frame