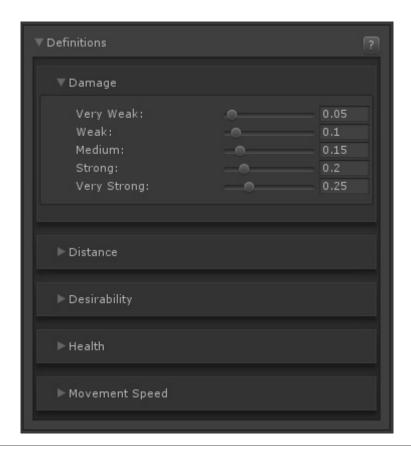# Definitions

Set the numeric values relation to its linguistic variables.

Damage

In opponent's life's normalized value (0-1), how much damage each linguistic variable represents.

Examples:
Very Weak: 0.05
An attacking move that deals a total of 5% damage (based on opponent's total life points)

Very Strong: 0.25
An attacking move that deals a total of 25% damage (based on opponent's total life points)

Distance

Based on an internal distance normalized value (0-1), how distance is represented by each linguistic variable.
0 meaning the character is as close as possible to the opponent, 1 meaning as far as possible on the screen.

Default Values

- Very Close: 0.05
- Close: 0.1
- Mid: 0.5
- Far: 0.8
- Very Far: 0.95

Desirability

On a scale of 0 to 1, how much weight does desirability impact on each decision.

Default Values

- The Worst Option: 0
- Very Undesirable: 0.15
- Undesirable: 0.3
- Not Bad: 0.45
- Desirable: 0.6
- Very Desirable: 0.8
- The Best Option: 1

Health

How much health status percentage each linguistic value represents

Default Values

- Healthy: 100
- Scratched: 90
- Lightly Wounded: 80
- Moderately Wounded: 60
- Seriously Wounded: 40
- Critically Wounded: 20
- Almost Dead: 10
- Dead: 0

Movement Speed

Based on the weight of the character and the current game's physics, how much *force applied* is related to each linguistic values.

Default Values

- Very Slow: 0.5
- Slow: 1
- Normal: 3
- Fast: 5
- Very Fast: 7

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