

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.

Default Values

- Very Weak: 0.05 (5% damage)
- Weak: 0.1 (10% damage)
- Medium: 0.15 (15% damage)
- Strong: 0.2 (20% damage)
- Very Strong: 0.25 (25% damage)

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
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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
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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
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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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