

GoapPlanner

- + actions : Array[GoapAction]
- + goals : Array[GoapGoal]
- + effect_action_dict : Dictionary
- + action_sequence: Array[GoapAction]
- + current_goal : GoapGoal
- + current_state : Dictionary
- + create_sequence : Boolean

- + update(state_manager: StateManager) : Boolean
- + create_effect_action_dict() : Dictionary
- + create_new_sequence() : Array[GoapAction]
- + create_current_state_of_goals() : Dictionary
- + create_path(cheapest_node: AStarNode) : Array[GoapAction]
- + a_star_algorithm(start_node: AStarNode) : Array[GoapAction]
- + expand_node(cheapest_node: AStarNode, open_list: PriorityQueue, closed_list: Dictionary) : Void
- + get_best_goal() : GoapGoal
- + get_current_goal() : GoapGoal
- + get_current_sequence() : Array[GoapAction]
- + get_child_nodes(node: AStarNode) : Array[AStarNode]
- + set_create_sequence(create_plan: Boolean) : Void