

1 Code

1.1 Aus einer Datei

```
1  class_name GoapAction
2
3  var character_body: Enemy
4  var state_manager: StateManager
5
6  func _enter_tree() -> void:
7      character_body = get_parent().get_parent()
8      state_manager = character_body.get_state_manager()
9
10 func get_action_name() -> String: return ""
11
12 func get_cost() -> int:
13     return 0
14
15 func is_valid() -> bool:
16     return true
17
18 func get_preconditions() -> Dictionary:
19     return {}
20
21 func get_effects() -> Dictionary:
22     return {}
23
24 func perform(_delta: float) -> bool:
25     return false
```

Listing 1: GOAP Action Interface