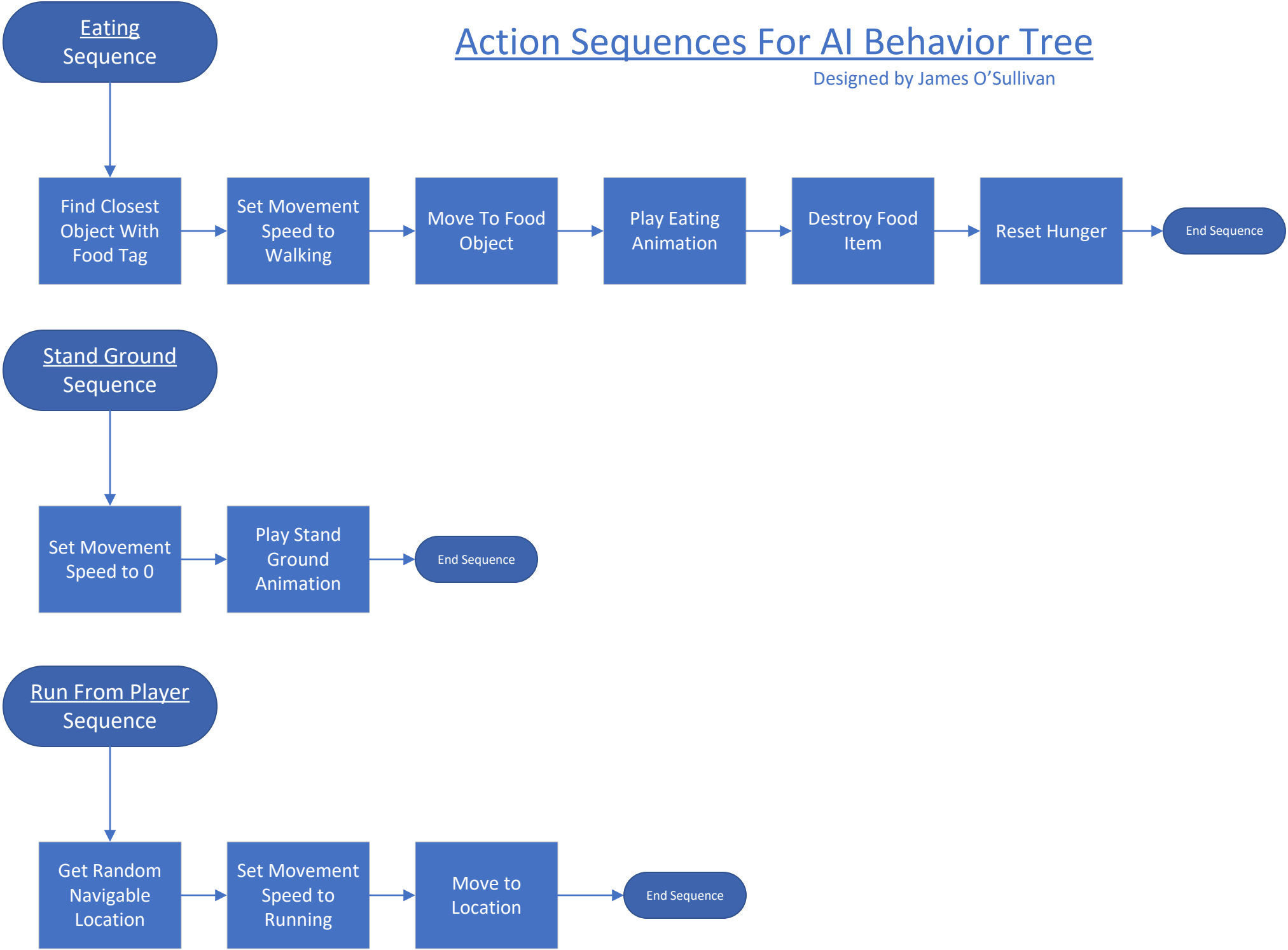


Action Sequences For AI Behavior Tree

Designed by James O’Sullivan



Idle Sequences For AI Behavior Tree

Designed by James O’Sullivan

