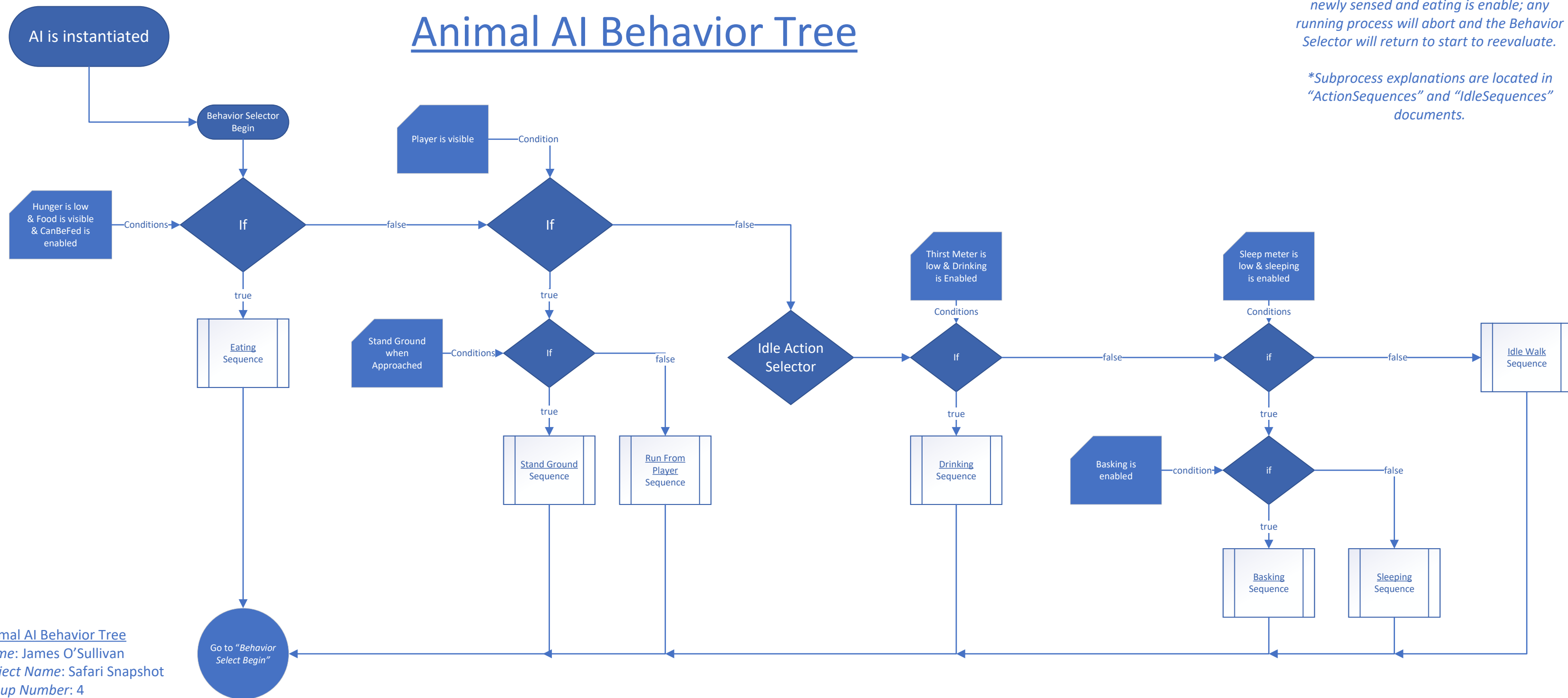


Animal AI Behavior Tree

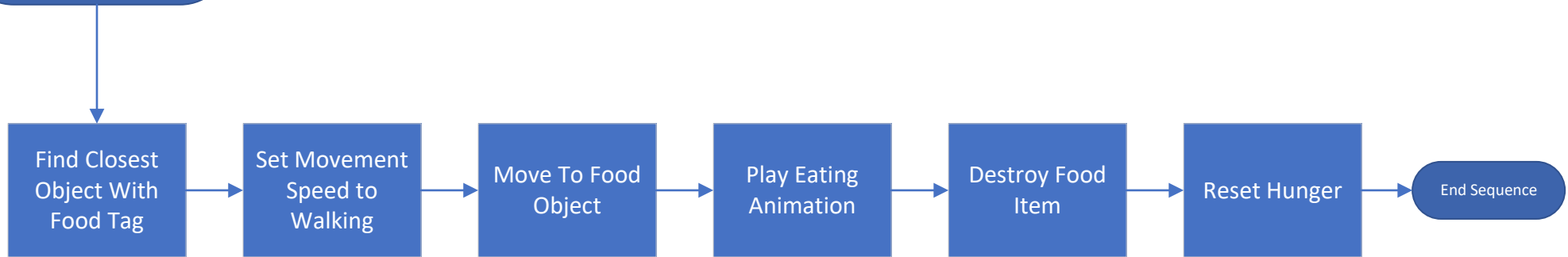


**If the player is newly sensed or if food is newly sensed and eating is enable; any running process will abort and the Behavior Selector will return to start to reevaluate.*

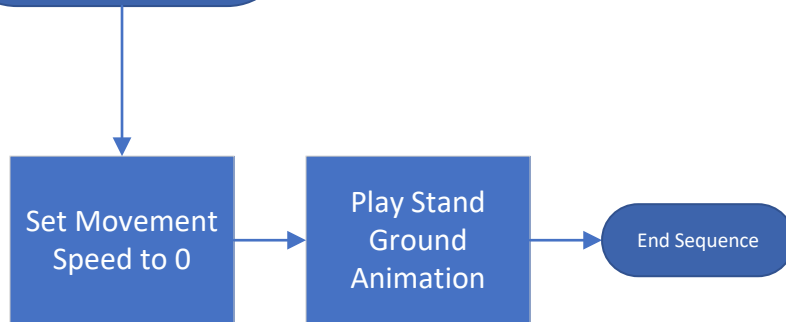
**Subprocess explanations are located in "ActionSequences" and "IdleSequences" documents.*

Action Sequences For AI Behavior Tree

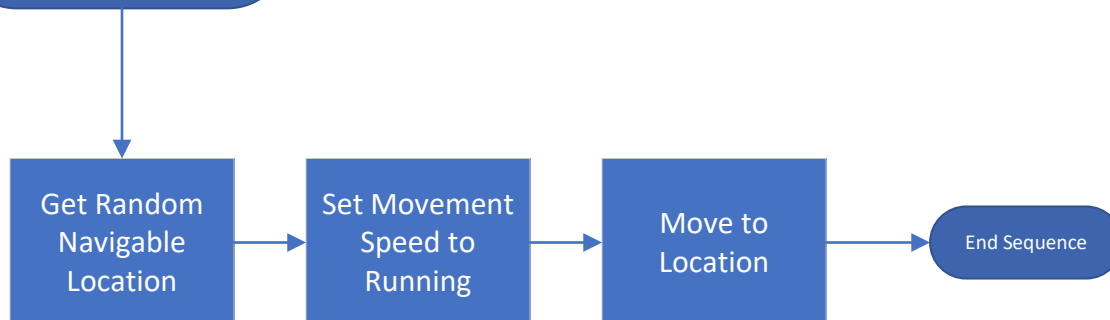
Eating Sequence



Stand Ground Sequence



Run From Player Sequence



Action Sequences for AI Behavior Tree

Name: James O'Sullivan

Project Name: Safari Snapshot

Group Number: 4

Idle Sequences For AI Behavior Tree

