

BehaviourTree::Node

```
classDiagram
    class BehaviourTree_Node["BehaviourTree::Node"]
    class BehaviourTree_CompositeNode["BehaviourTree::CompositeNode"]
    class BehaviourTree_Selector["BehaviourTree::Selector"]
    class BehaviourTree_Sequence["BehaviourTree::Sequence"]
    BehaviourTree_Node <|-- BehaviourTree_CompositeNode
    BehaviourTree_CompositeNode <|-- BehaviourTree_Selector
    BehaviourTree_CompositeNode <|-- BehaviourTree_Sequence
```

BehaviourTree::CompositeNode

BehaviourTree::Selector

BehaviourTree::Sequence