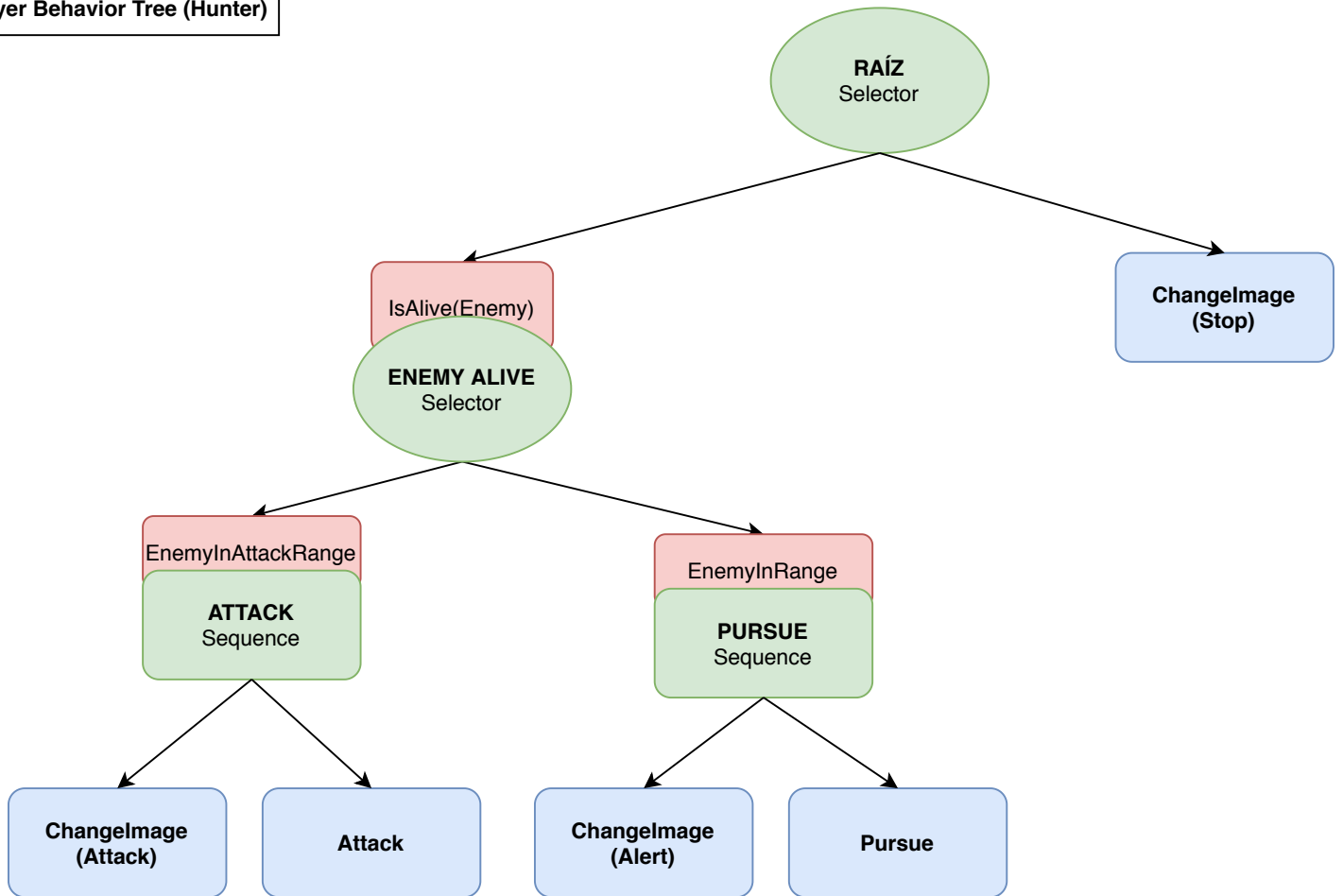


### Player Behavior Tree (Hunter)



### Enemy Behavior Tree (Prey)

