Behavioural Trees – Transition Table – Tank Sinatra

Below is a transition table to show how states will change to different states based on the behavioural tree implementation:

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| Current State | Transition | Next State |
| SearchState | If a target has been found, enemy base or tank, AND a Boolean variable in the Search() function is true then a state transition can take place. | ChaseState |
| ChaseState | A secondary check to make sure a target is available takes place. If successful, a transition will take place. | AttackState |
| ChaseState | If the secondary check for a target fails, then the tank will move to the RetreatState. | RetreatState |
| AttackState | If the health, ammo and fuel Sequence passes and as well as a getTank() check and time check, the tank that transition to the next state. | RetreatState |
| AttackState | If The health, ammo and fuel checks all passed, the tank has fired and an enemy base is no longer in range (destroyed) then the tank can transition. | SearchState |
| RetreatState | If it’s the first time in the state, 6 seconds must go by at a higher speed to escape its attacker. Once that 6 seconds is up and the health, ammo and fuel checks returns a SUCCESS, the next state can be entered. | SearchState |