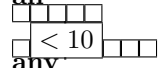
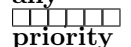
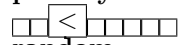


Explain  
 Design  
 Implement  
 finite state machine (FSM)  
 states  
 Transitions  
 single state  
 Input events  
 state transition diagrams  
 flowcharts UML diagram  
 behaviour trees  
 hierarchical  
 complex behaviour simple components  
 more complex  
 Unreal  
 Unity  
 tree nodes  
 ticked  
 children  
 statuses  
 last multiple frames  
 three main types  
 Leaf  
 Decorator  
 Composite  
 atomic actions  
 conditions  
 parameters  
 any  
 all  
  
 any  
  
 priority  
  
 random  
 parallel  
 Inverter  
 Repeater  
 share  
 blackboard data context  
 variables read written  
 local shared global