Design a hierarchy of classes that represent the trees

Node class is a parent to every other class

Under node class, there is a composite class. The composite classes would have children

Under the composite class, there are classes for sequence and selection

Under the node class, there is also a task class. The task class does not have any implementation; it provides an infrastructure for classes below to work on

Under the task class, there are specific actions that will be performed (i.e. clean)

Each person will submit an assignment

Everything will be stored in the blackboard, never in the nodes of the behavioral tree

The blackboard is being passed into python as a pointer to a map

Cleaning will end once the 30% battery level is reached

There is an external loop that changes the environment (can use random generator to set dirty spot from false to true) and changing the robot and evaluating the behavior tree

Python is highly recommended (it has become the most used language for data science, AI, and ML)