Behaviour Tree Design

In this document I will be creating a layout of the overall design of the tree, although this could be hard to visualise it will help me keep track of where nodes should be placed, what has been implemented and what is still to be implemented. I will consider implementing a more visual implementation further into development.

***Information***: Nodes highlighted in *GREEN* have been implemented while nodes highlighted in *RED* are either planned to be implemented or highlighted as a possibility should there be time towards the end of the project.

Idle Behaviours

* Selector (Main idle branch)
  + Sequence (Should Converse)
    - IsAnotherGuardNear?
    - MoveTowards
    - Converse
  + Selector (Needs selector)
    - Sequence (Hungry)
      * AmIHungry?
      * FindFood
      * Eat
    - Sequence (Thirsty)
      * AmIThirsty?
      * FindDrink
      * Drink
    - Sequence (Tired)
      * AmITired?
      * FindBed
      * Sleep
  + Sequence (Patrol)
    - PickLocation
    - MoveTowards

Engage Behaviours

* Sequence (Main engage branch)
  + HasPlayerBeenSighted
  + Selector (EngagementType)