***This is a bullet point representation of the behaviour tree and priority.***

* Root (Selector Node)
  + Idle (Selector Node)
    - Converse (Sequence node)
      * Conversation State Check (Selector Node)
        + Check State (Leaf Node)
        + Check State (Leaf Node
      * Can Converse (Leaf Node)
      * Is Friendly Near (Leaf Node)
      * Wait For Time (Leaf Node)
    - Patrol (Selector Node)
      * Alerted Patrol (Sequence Node)
        + Check State (Leaf Node)
        + Set Speed (Leaf Node)
        + Movement (Selector Node)

Pick Location (Leaf Node)

Move (Leaf Node)

* + - * Idle Patrol (Sequence Node)
        + Check State (Leaf Node)
        + Set Speed (Leaf Node)
        + Movement (Selector Node)

Pick Location (Leaf Node)

Move (Leaf Node)

* + Combat (Selector Node)
    - Player In Sight (Sequence Node)
      * Check State (Leaf Node)
      * Set Speed (Leaf Node)
      * Shoot or Move (Selector Node)
        + Shoot Player (Sequence Node)

Check Range (Leaf Node)

Shoot Player (Leaf Node)

* + - * + Combat Movement (Sequence Node)

Combat Pick Location (Leaf Node)

Move (Leaf Node)

* + - Player Sighted (Sequence Node)
      * Check State (Leaf Node)
      * Set Speed (Leaf Node)
      * Set Search Zone (Leaf Node)