**AI Pseudocode For Behaviour Tree**

**While (false)** player is not in sight **do**

Patrol

**If** player in sight

**Return true**

**End if**

**If (True)** player is in sight **do**

Follow player

**For** each NPC following player **do**

**If** NPC is doctor **and** player has weapon

Doctor to run

**Else if** NPC is doctor **and** X,Y **==** player

Player dies **and** effect is placed

**End if**

**If** NPC is guard and X,Y **==** player

Player dies

**End if**

**End for**

**If** player goes through door

**Return False**

**End while**