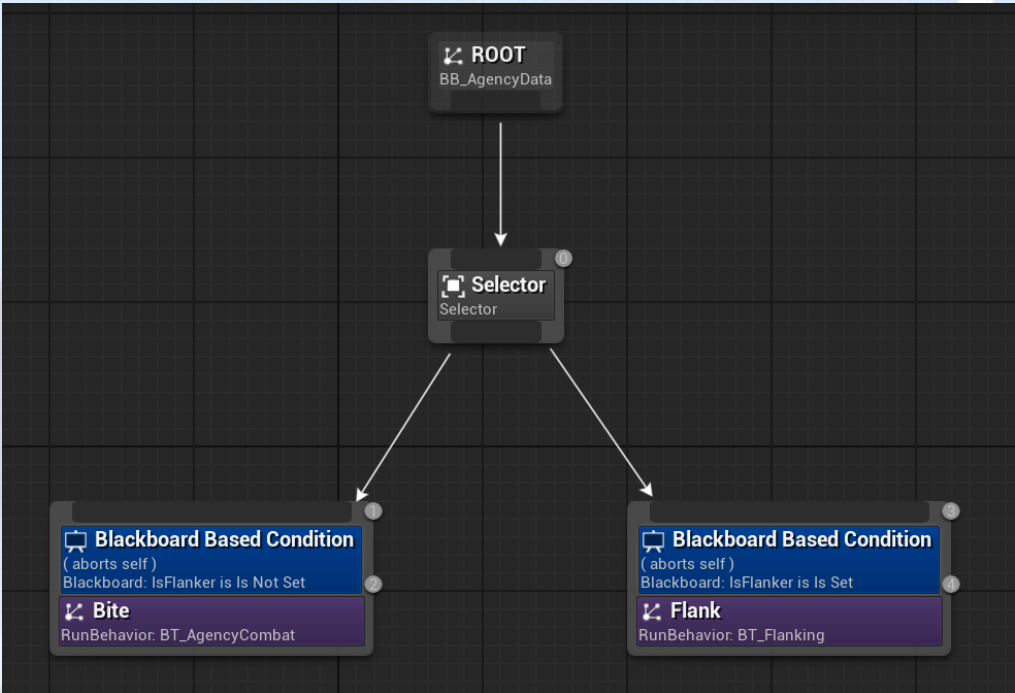


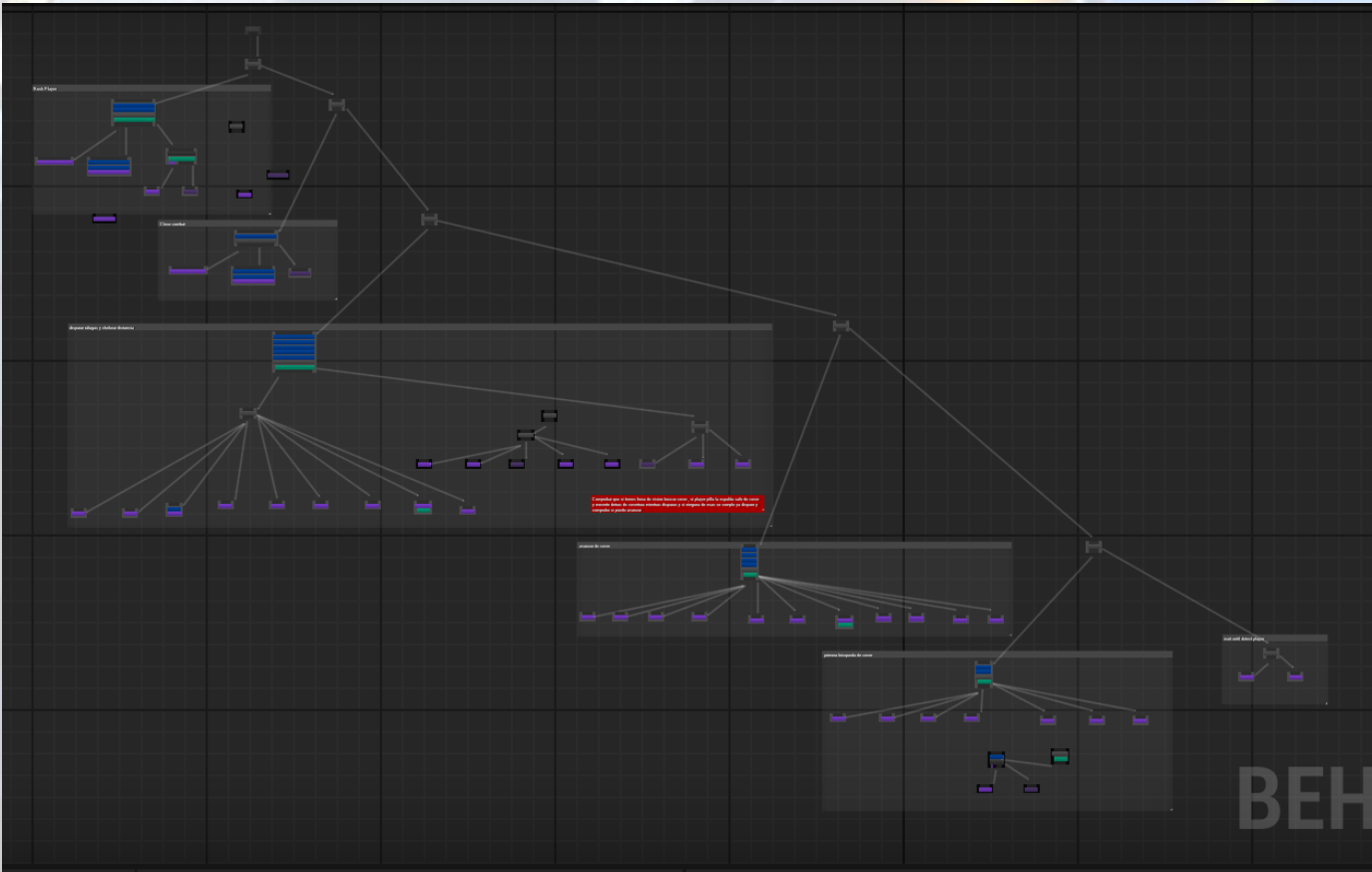
BEHAVIOUR TREES AGENCY

Main Tree

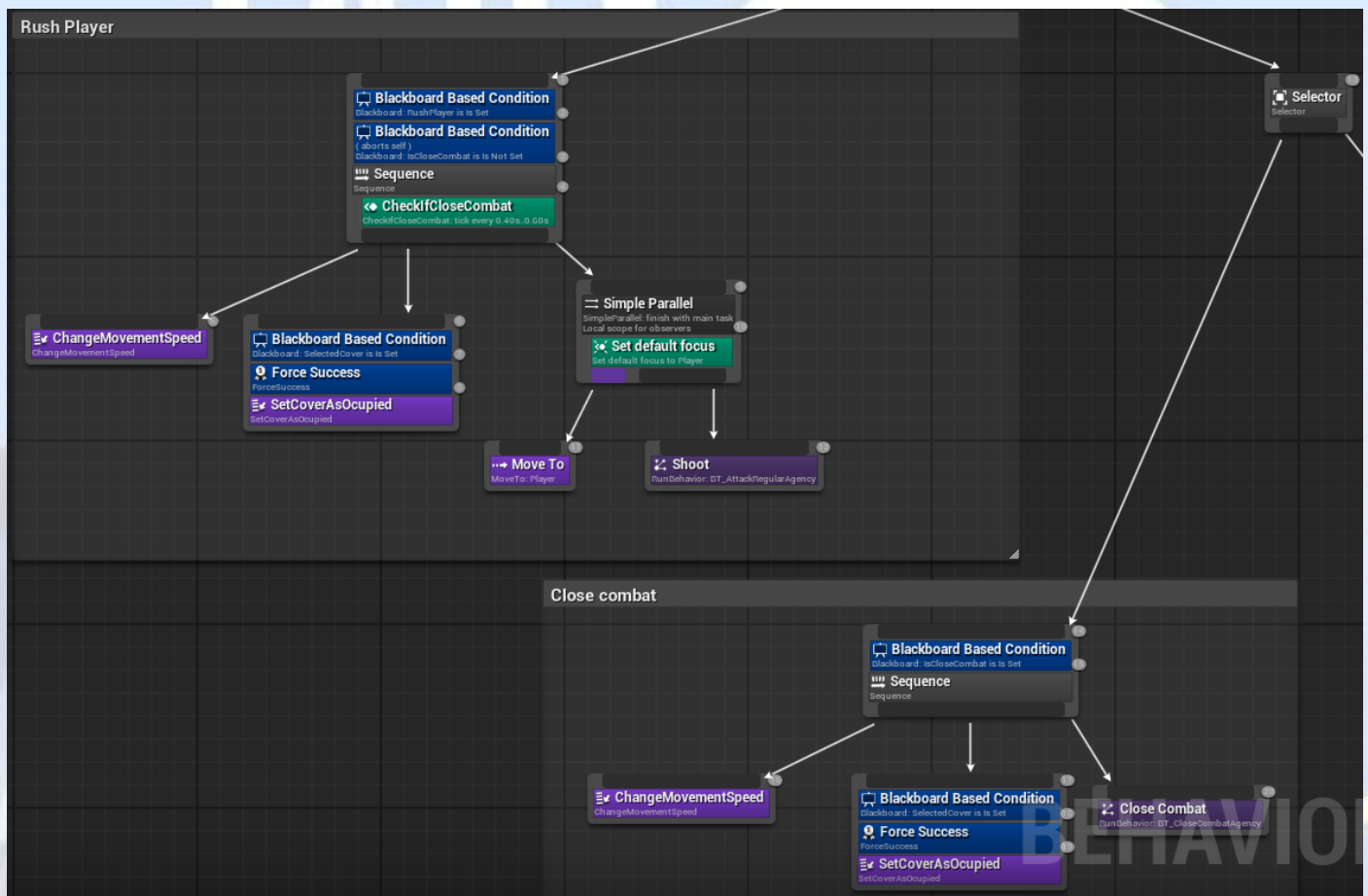


Context Trees

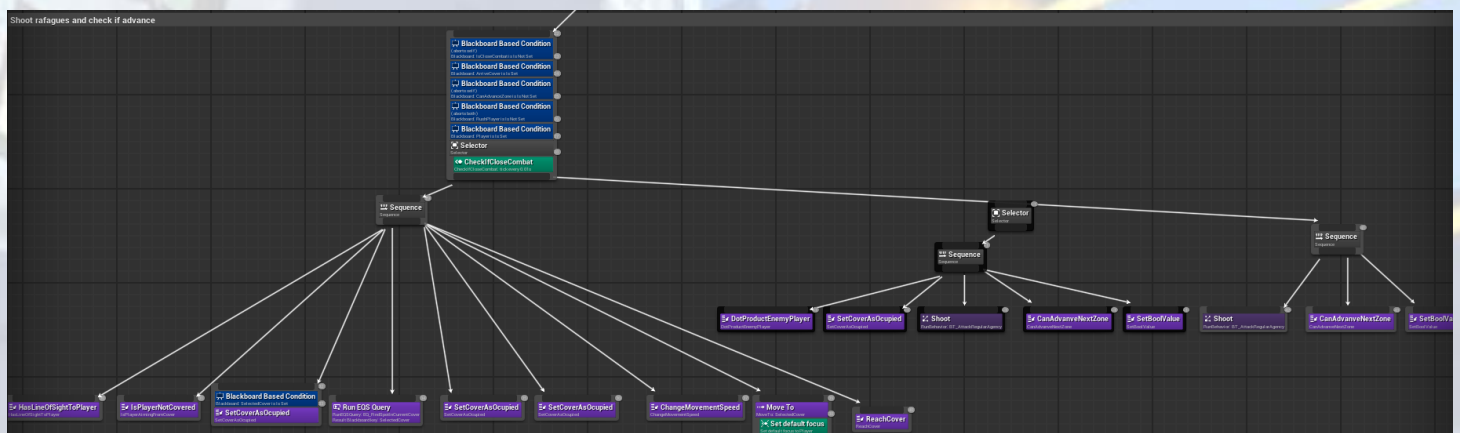
1. Bite BT- Agency acts as biter enemy while flankers advance



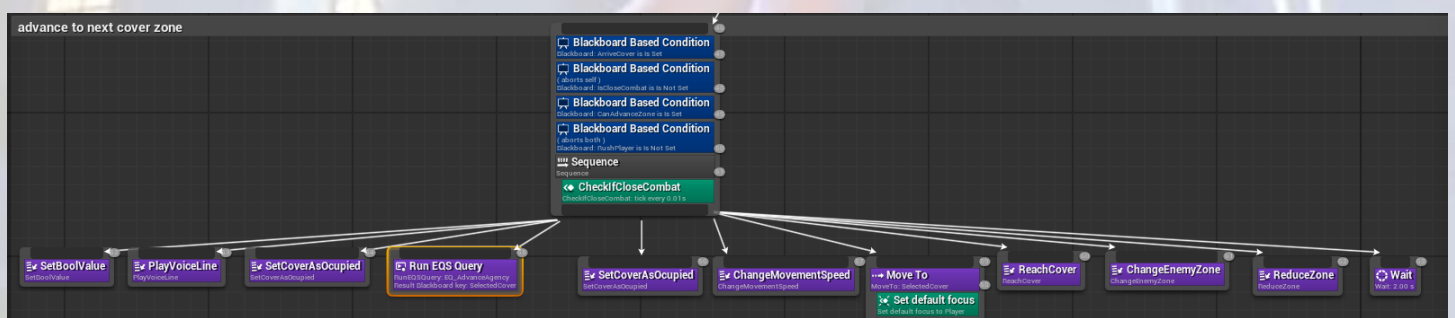
h Player and Close Combat



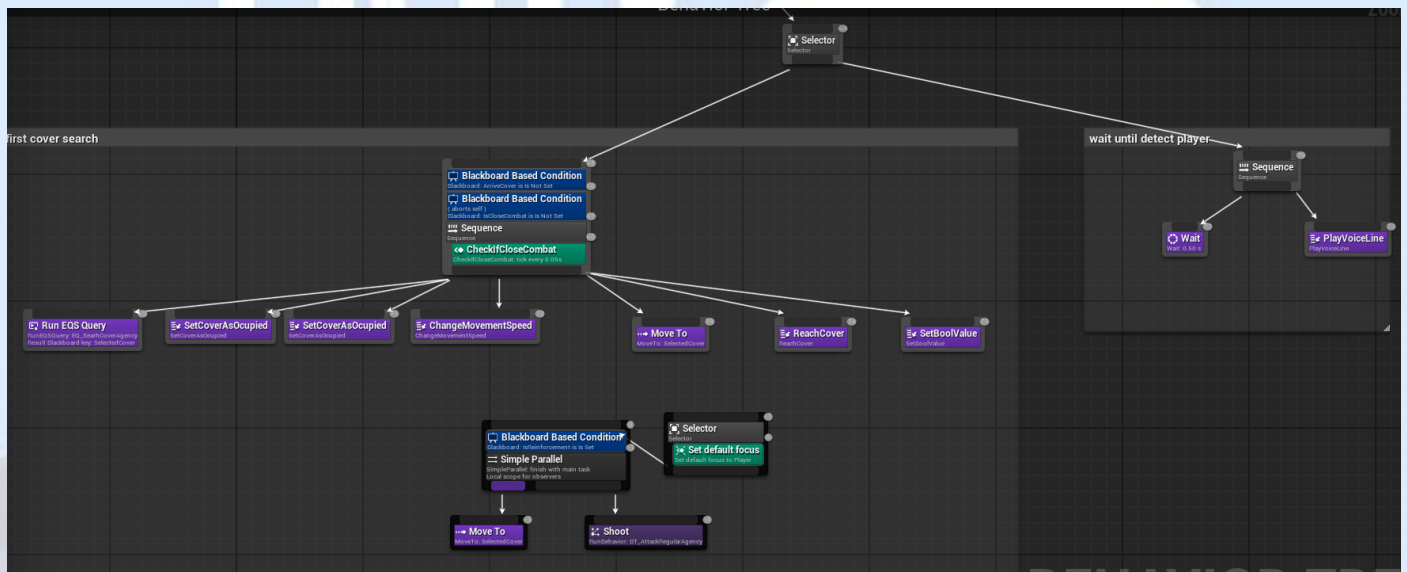
1.2 Bite BT – Shoot Rafagues and Check advance



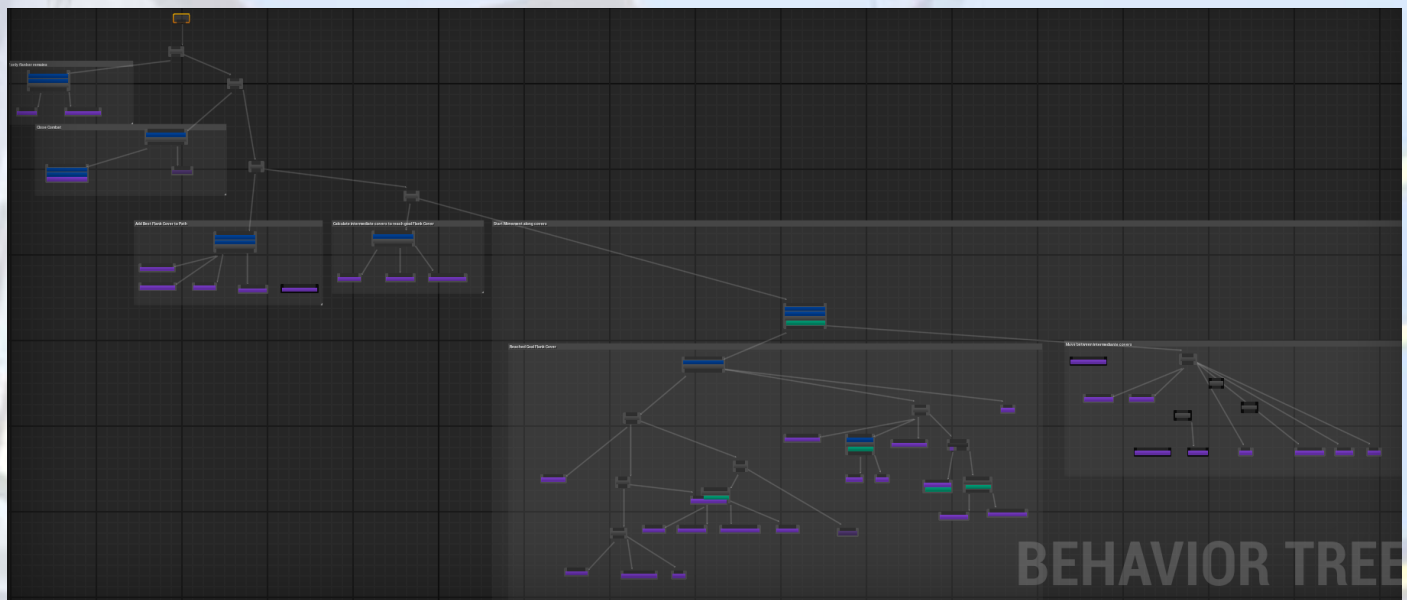
1.3 Bite BT – Advance to next cover zone



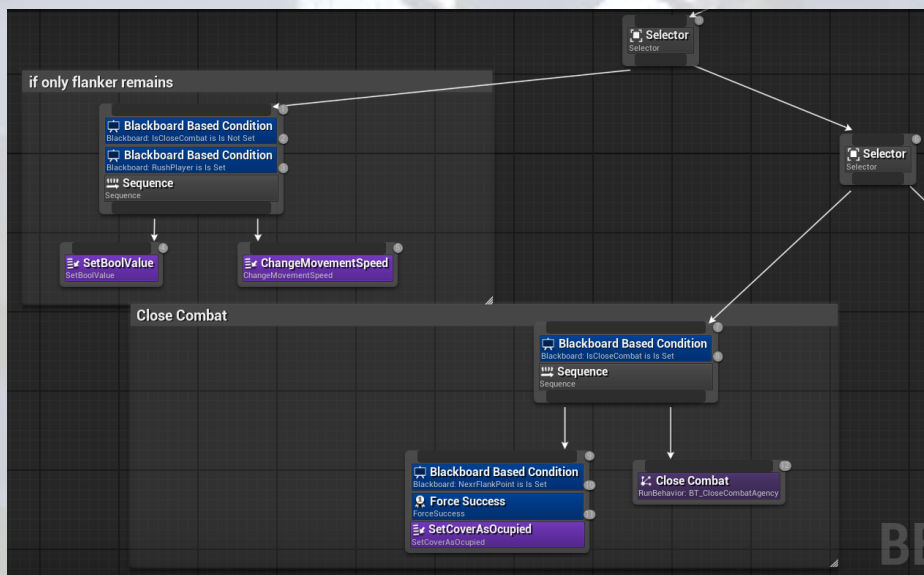
1.4 Bite BT – First search cover and wait behind cover



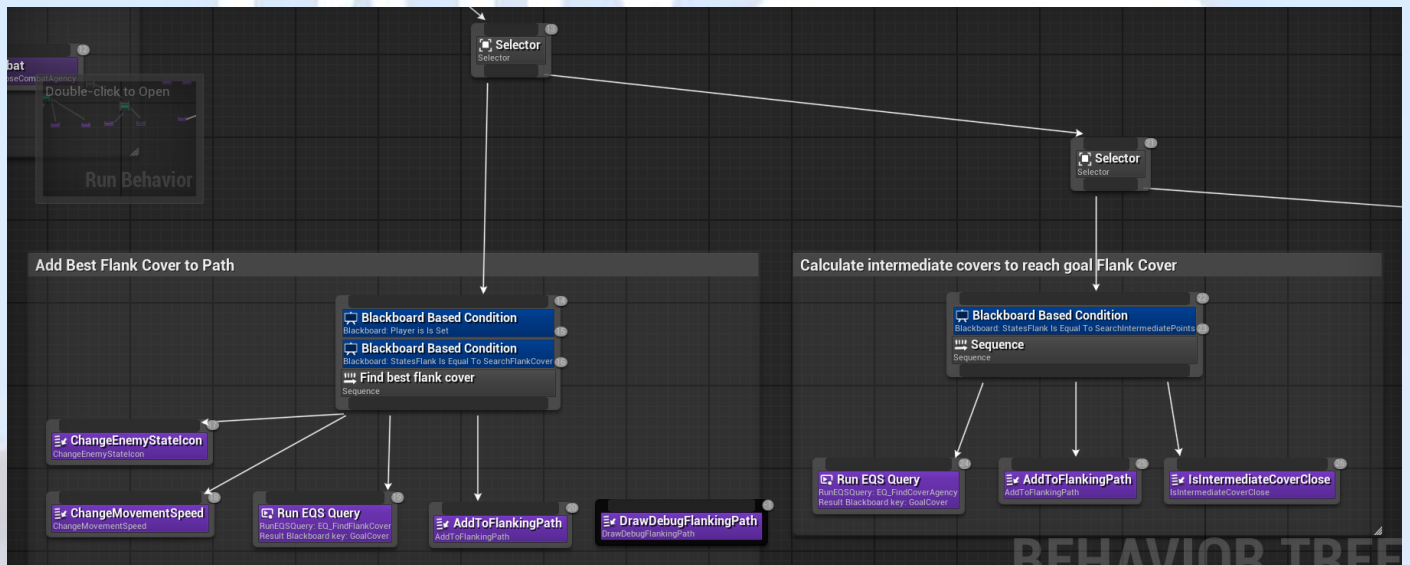
2. Flanker BT – General View



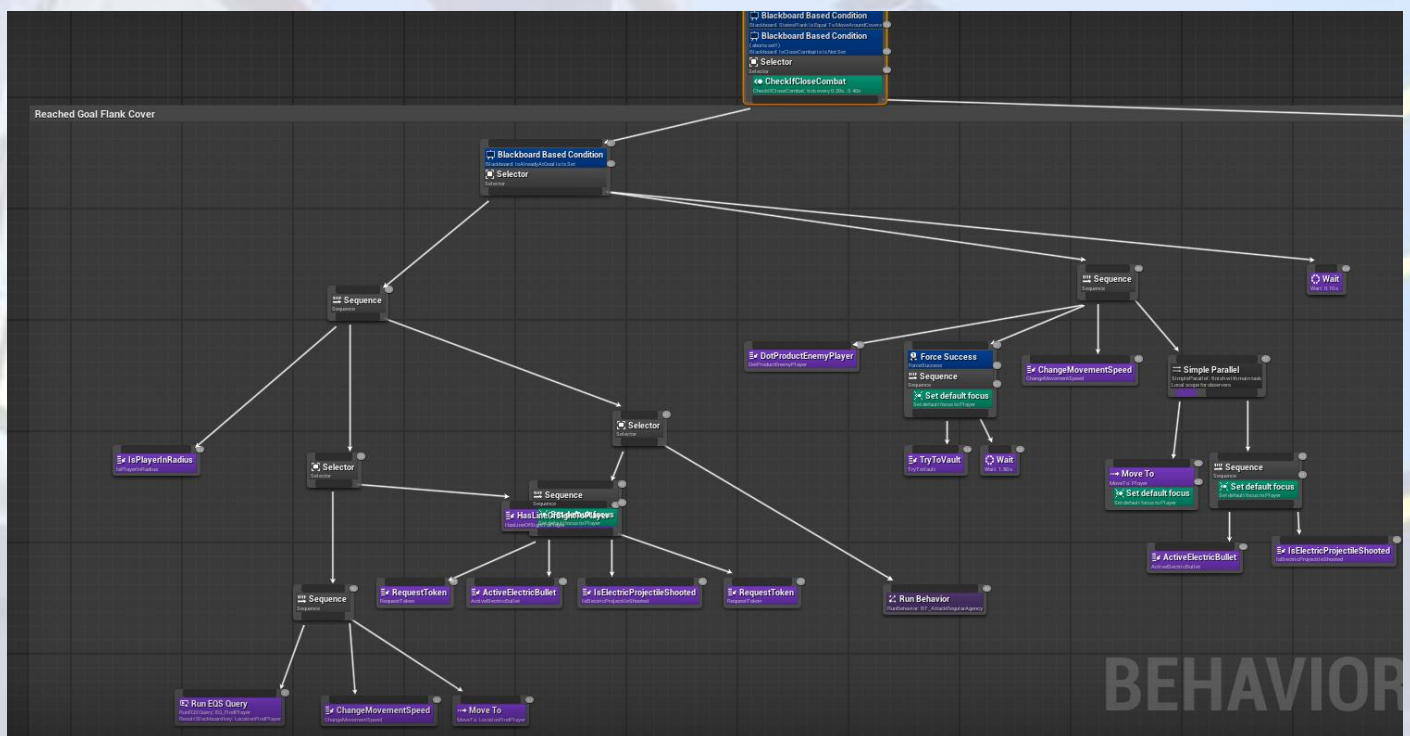
2.1 Flanker BT – Last agent alive and Close combat



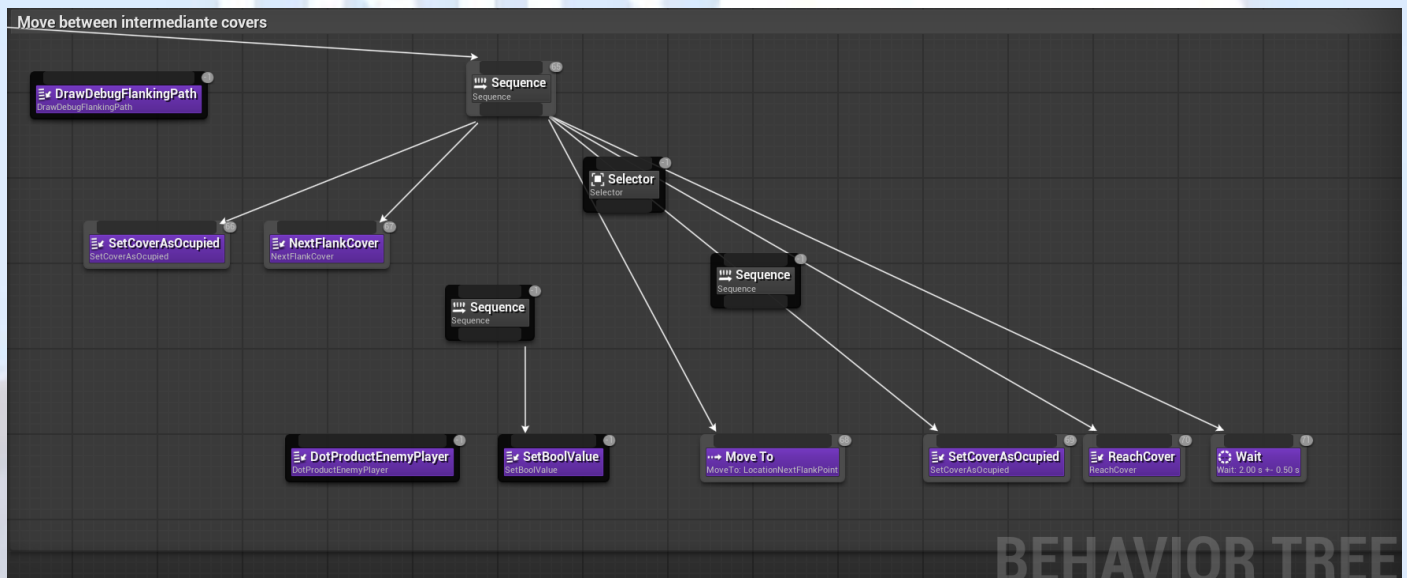
2.2 Flanker BT – Calculate Flank path



2.3 Flanker BT – Reached Goal Flank Cover

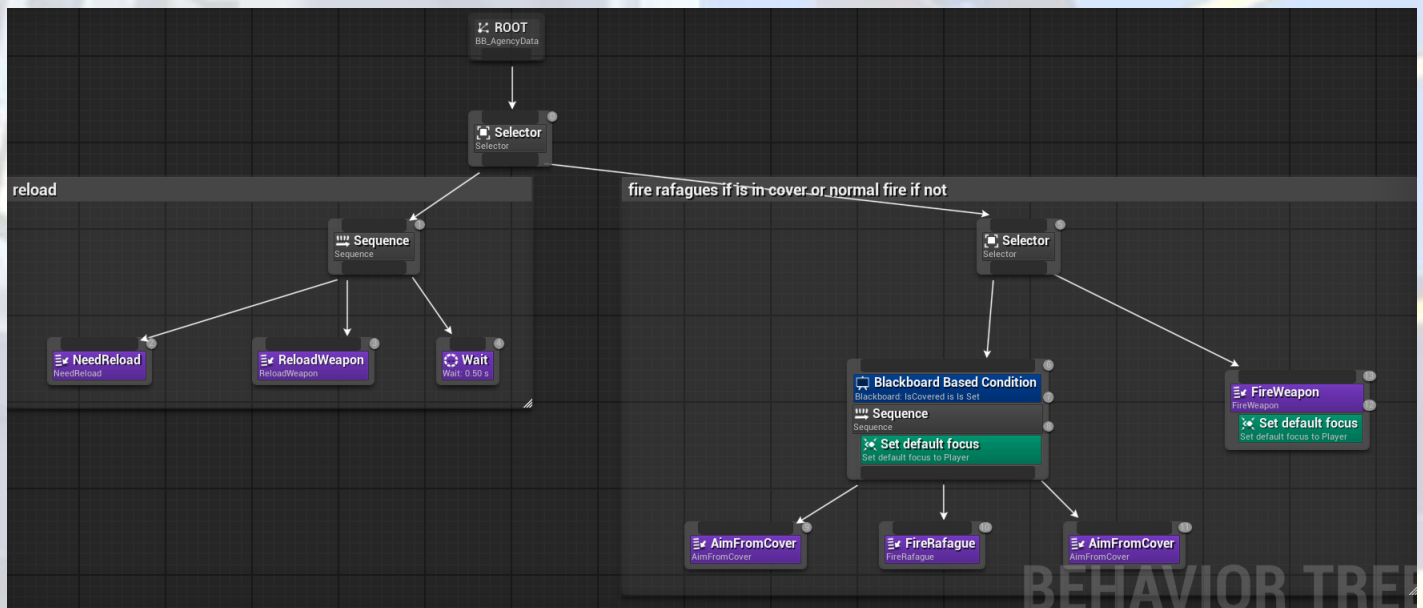


2.4 - Move Between Flank Path



Action SubTrees

1. Attack - Reload and Rafagues logic



2. Close Combat – Move around Player and Shoot electric projectile

