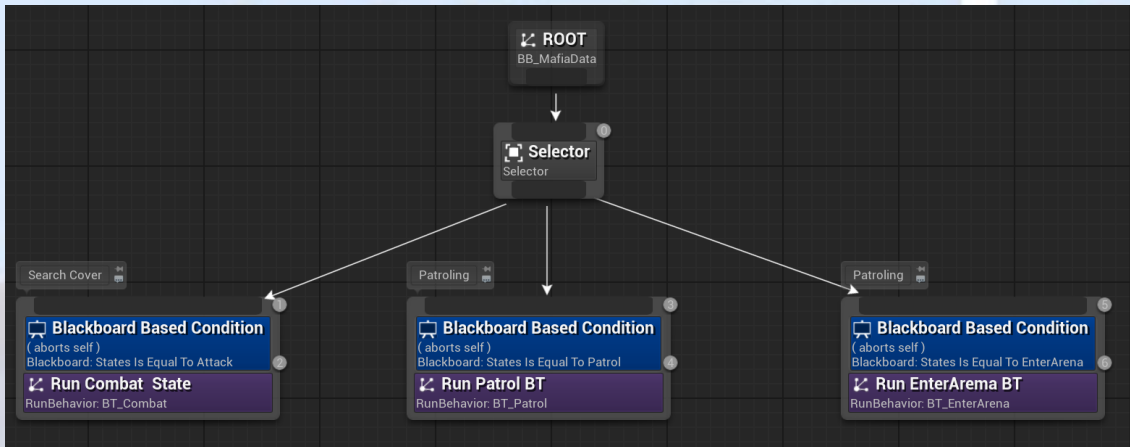


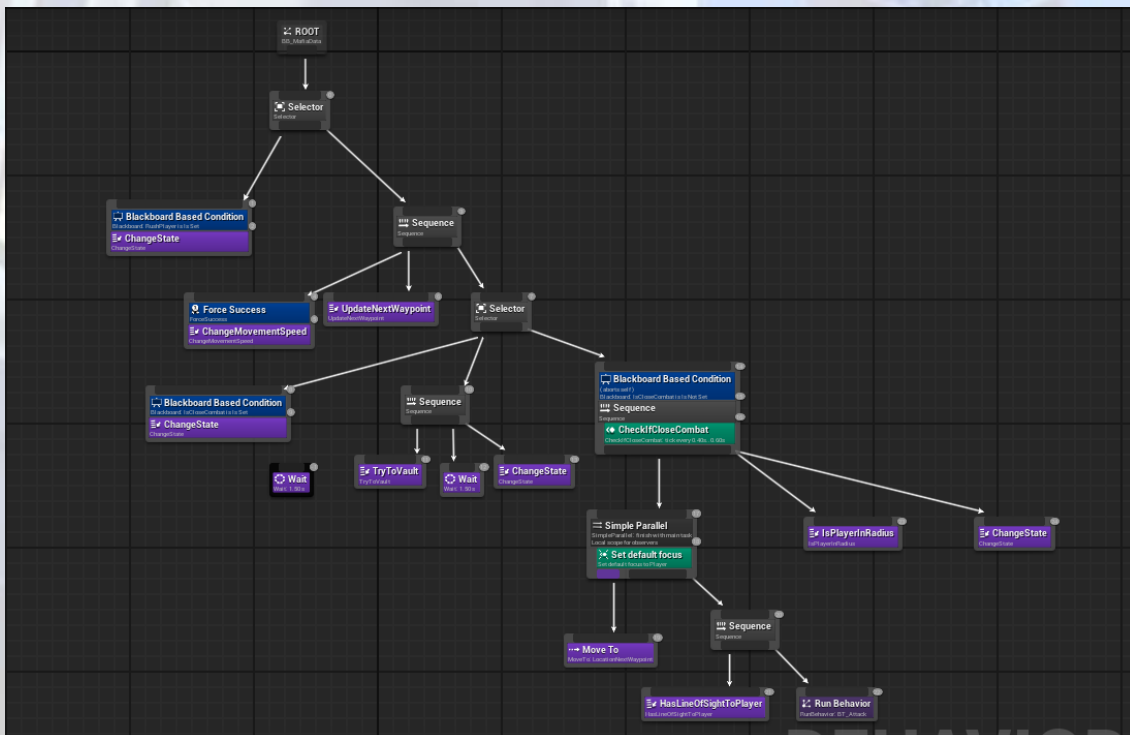
# BEHAVIOUR TREES MAFIA

## Main Tree

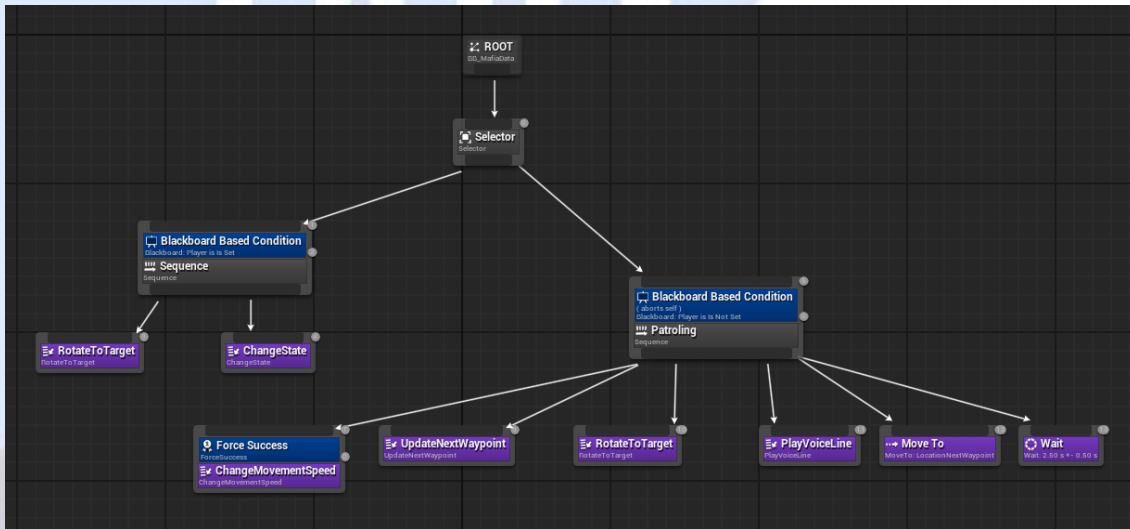


## Context Trees

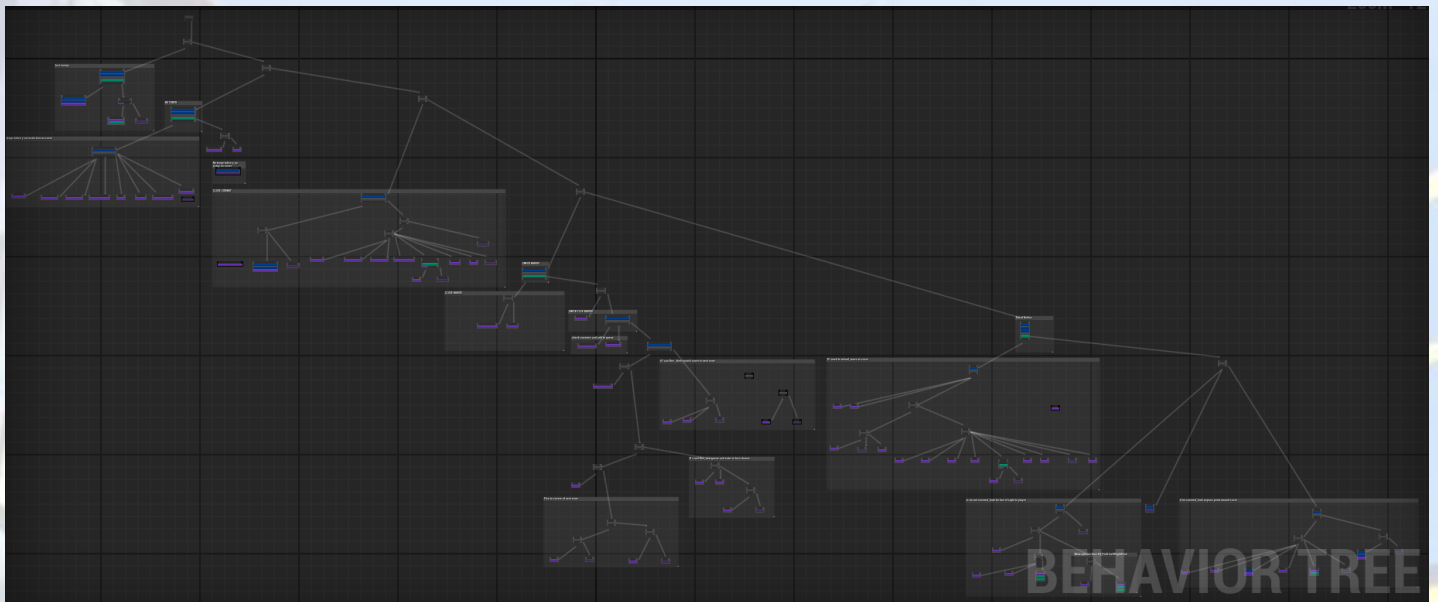
### 1. Enter Arena BT



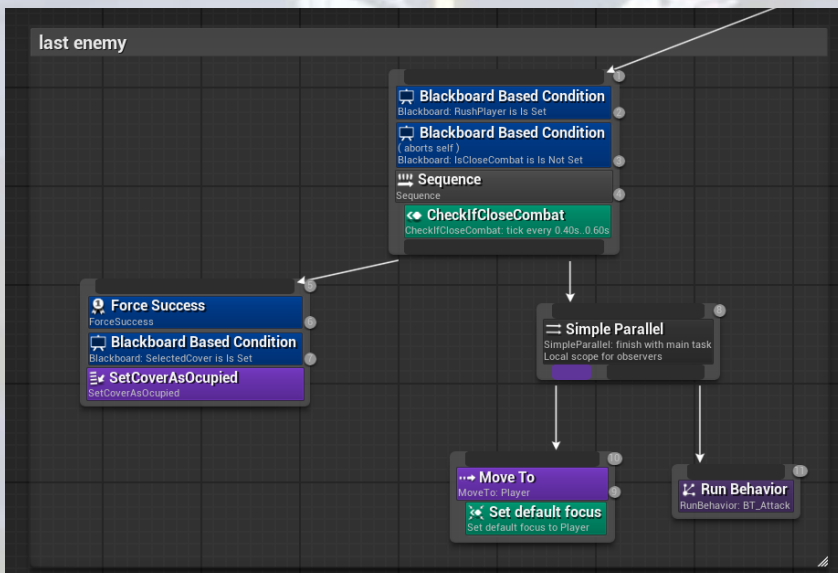
## 2. Patrol BT



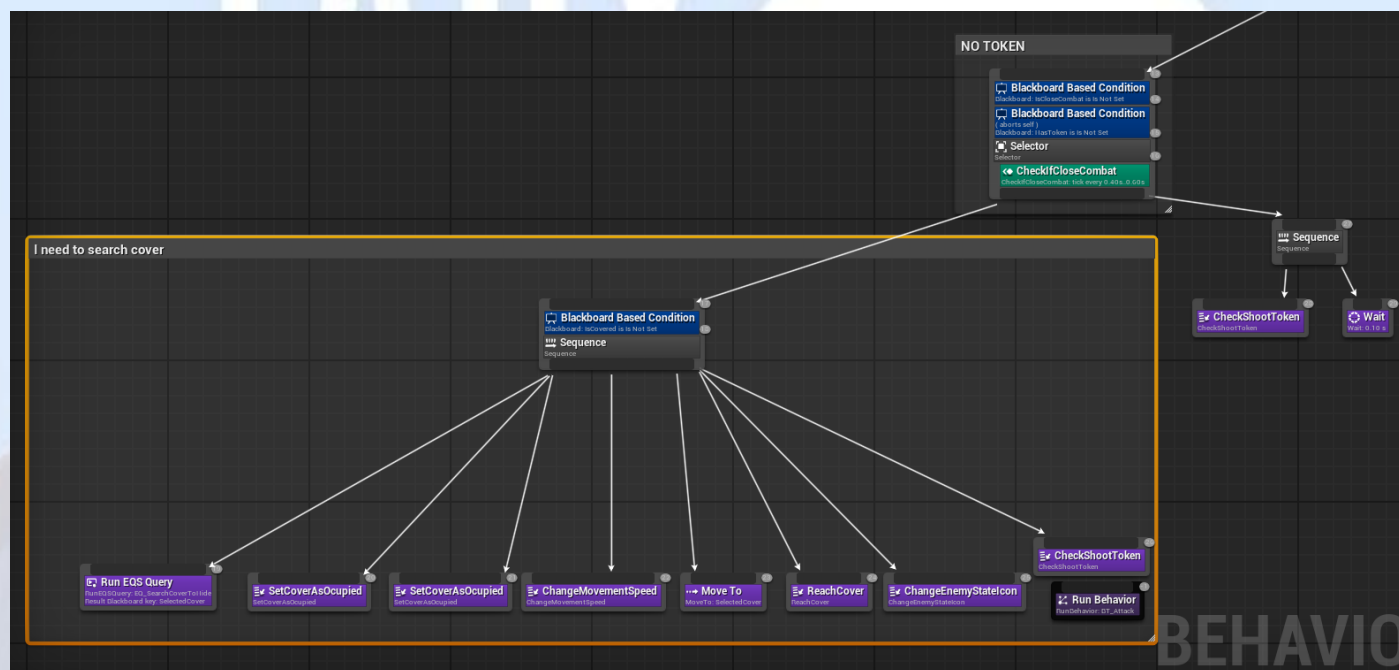
## 3. Combat BT - General View



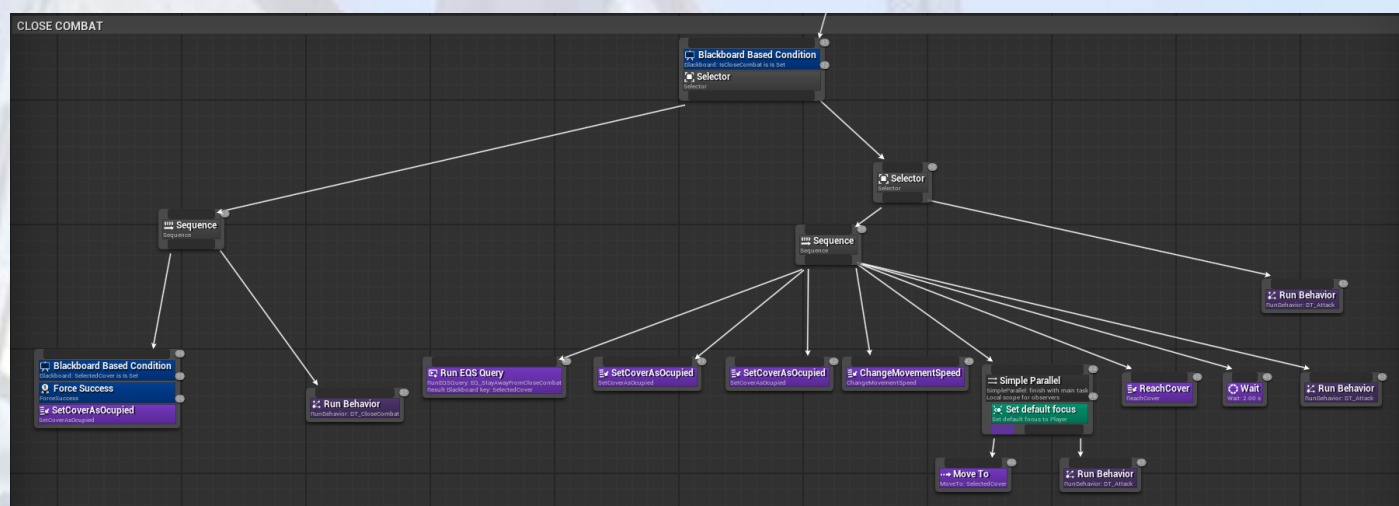
### 3.1 Combat BT - Last Enemy Condition



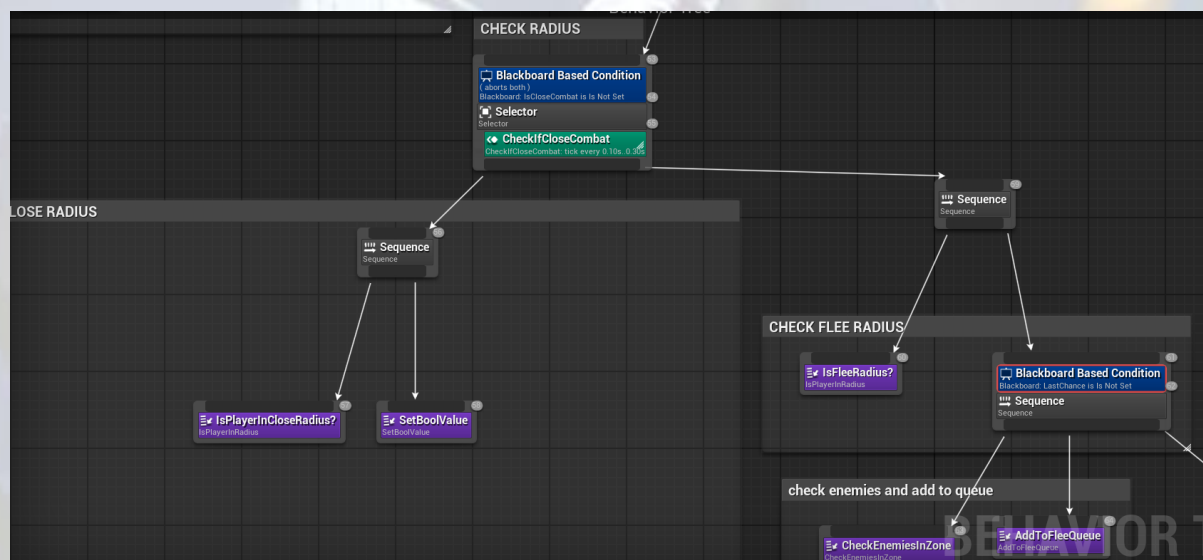
### 3.2 Combat BT – No Token Condition



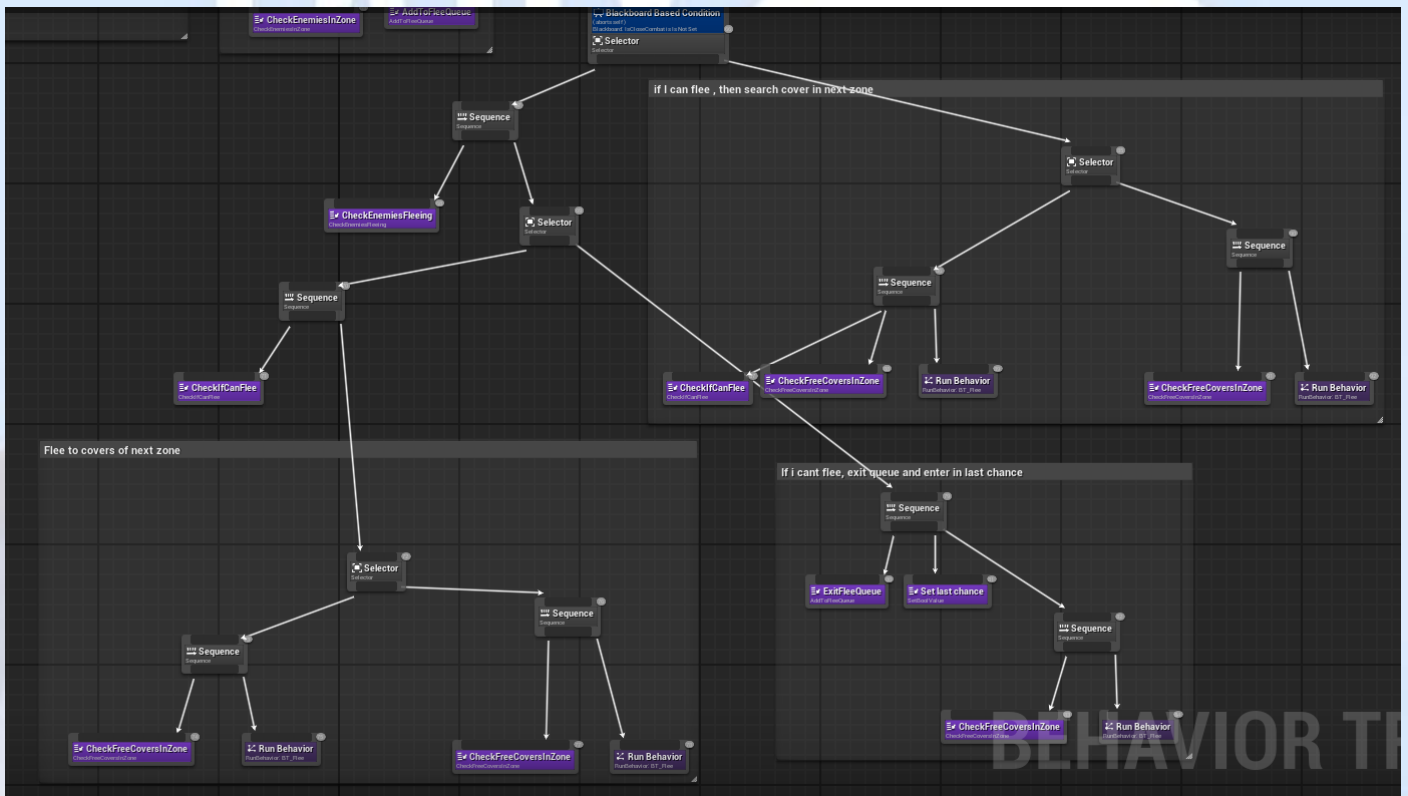
### 3.3 Combat BT – Close Combat



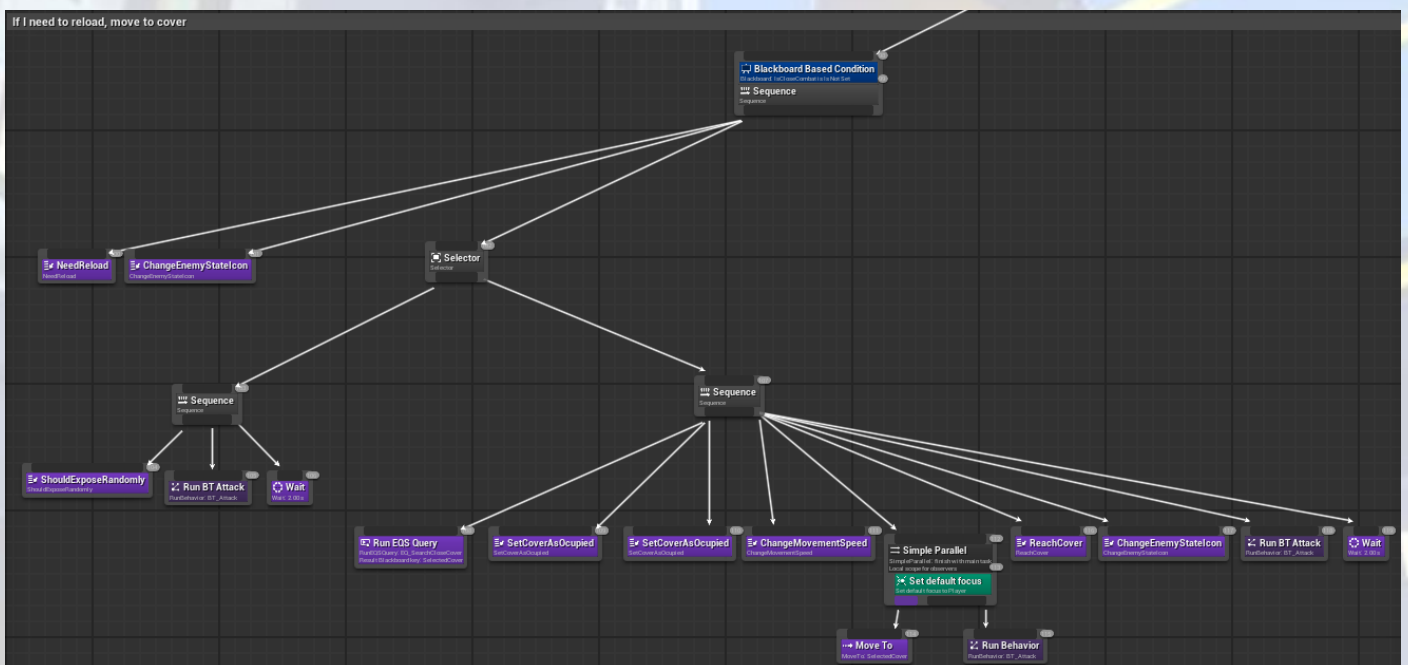
### 3.4 Combat BT – Check Radius To Player ( close, flee or Out)



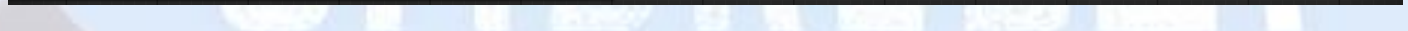
### 3.5 Combat BT – Flee Logic



### 3.6 Combat BT – Need Reload

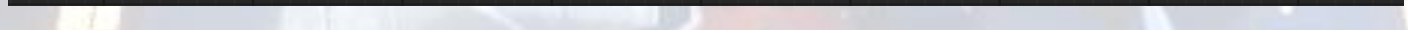


### 3.7 Combat BT – Attack



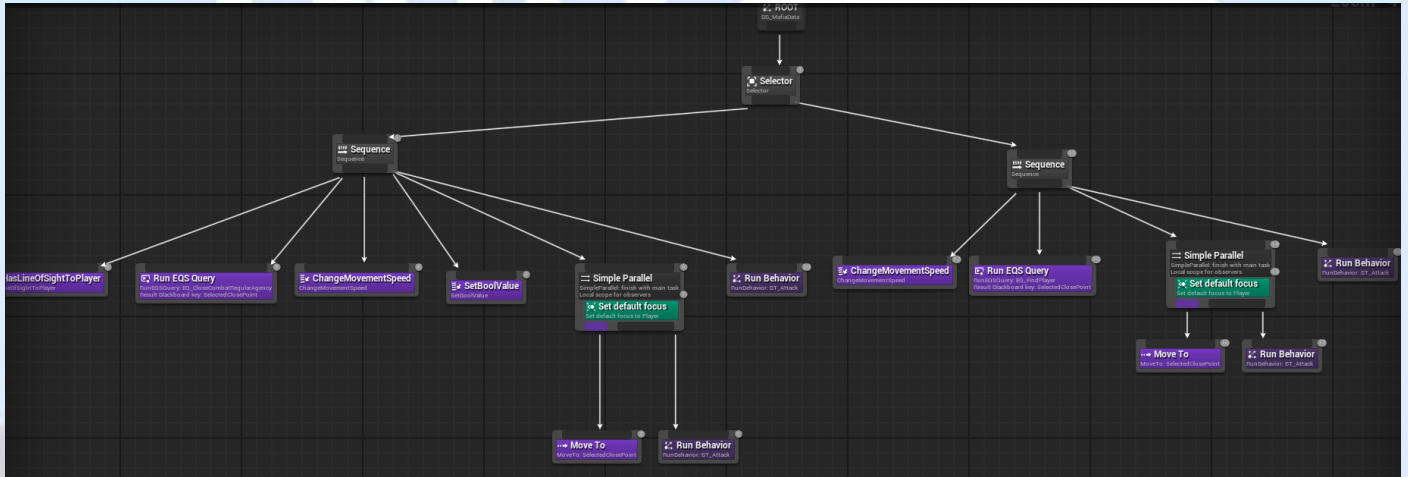
## Action SubTrees

## 1. Attack – Reload, Shoot and Throw Grenade

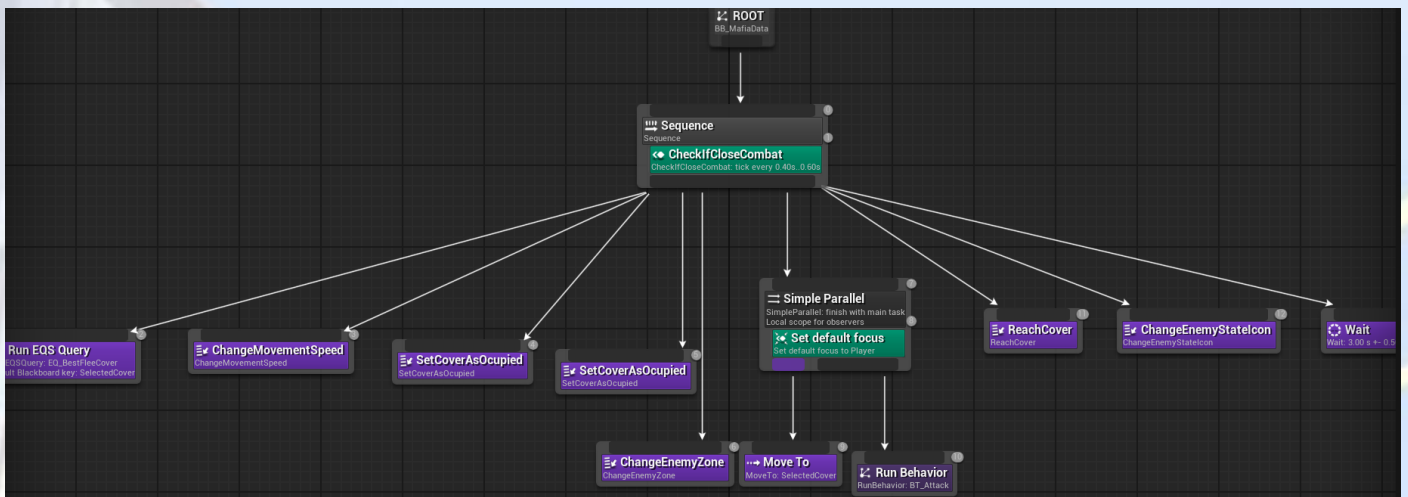




## 2. Close Combat – Move to LineofSight to Player and Move around Player

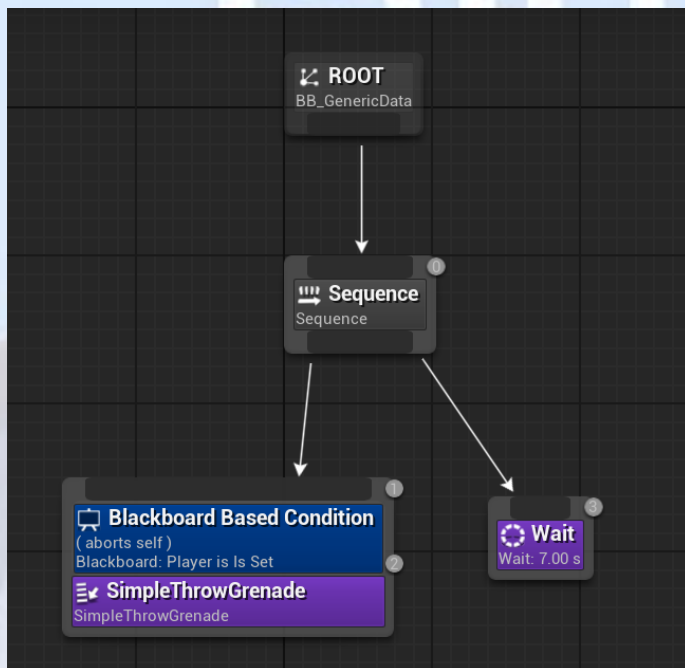


## 3. Flee – Search Cover far away from player



# Arquetypes used for tutorial

## Grenadier



## Dummy

