

# Companion AI using a Behaviour Tree

COMP230 - Game Component

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November 30, 2016

## 1 Outline

My component is companion animal AI. My prototype is based on a Falcon.

The base version is based on birds - fight or flight

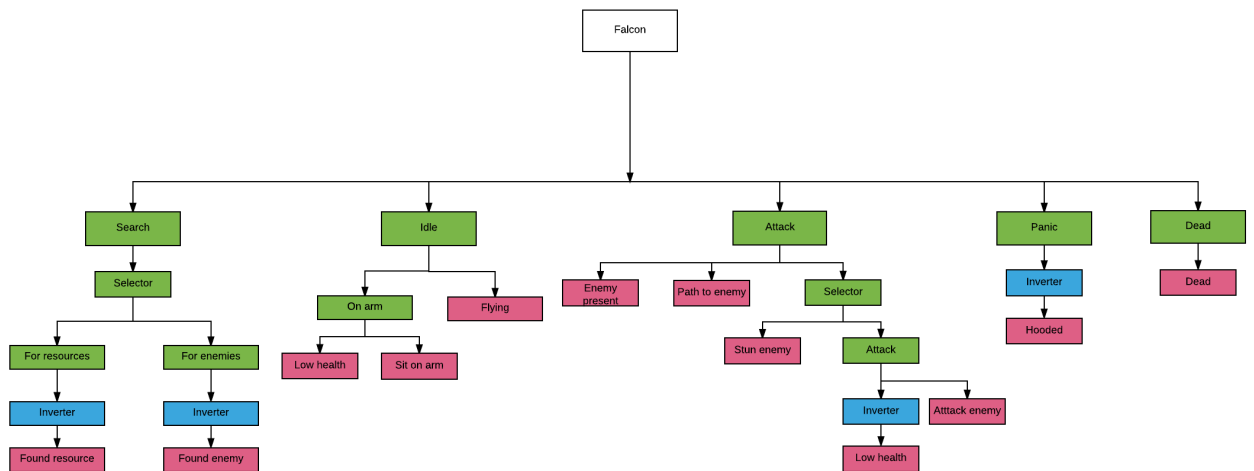


Figure 1: Behaviour tree being used on a falcon companion

## 2 Market Research

Companion AI's tend to be people....

Games with dog AI like dragon age...

VR games using floaty robots...

Birds rarely used ... more environment / background