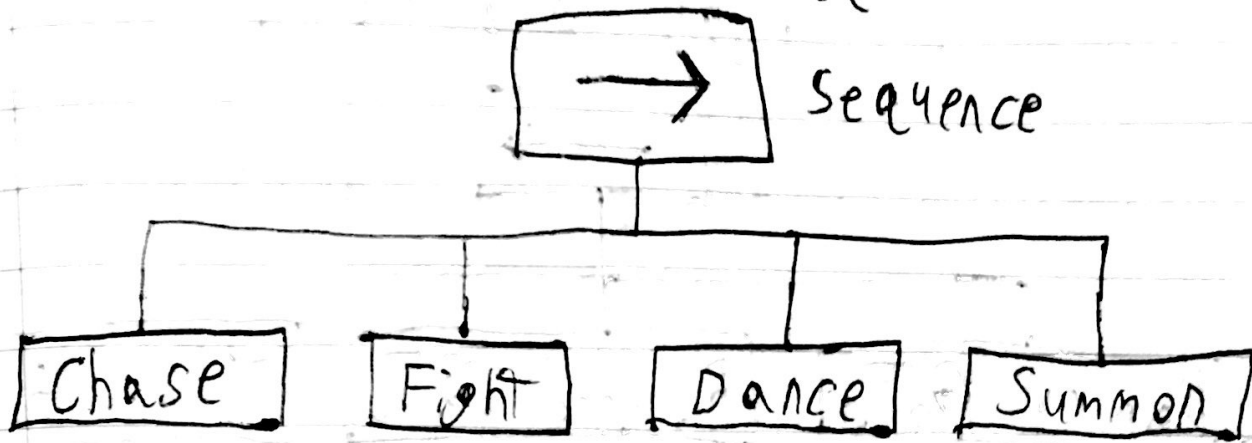
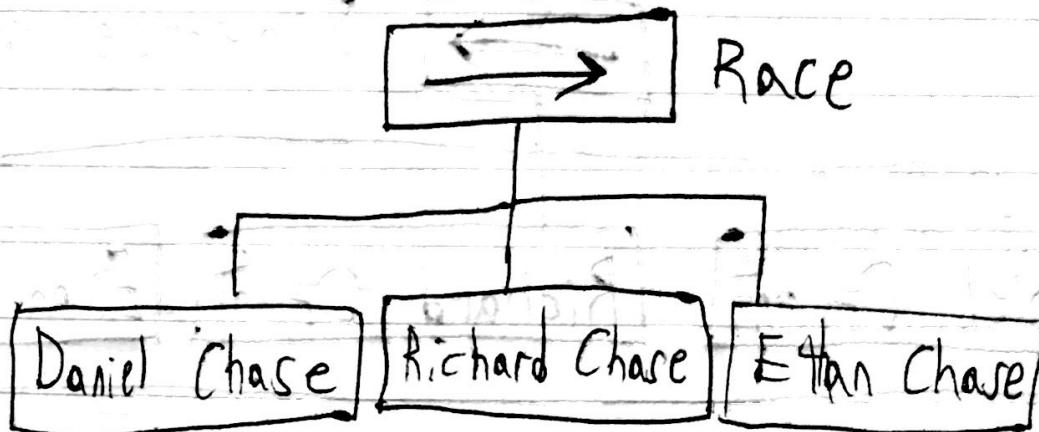


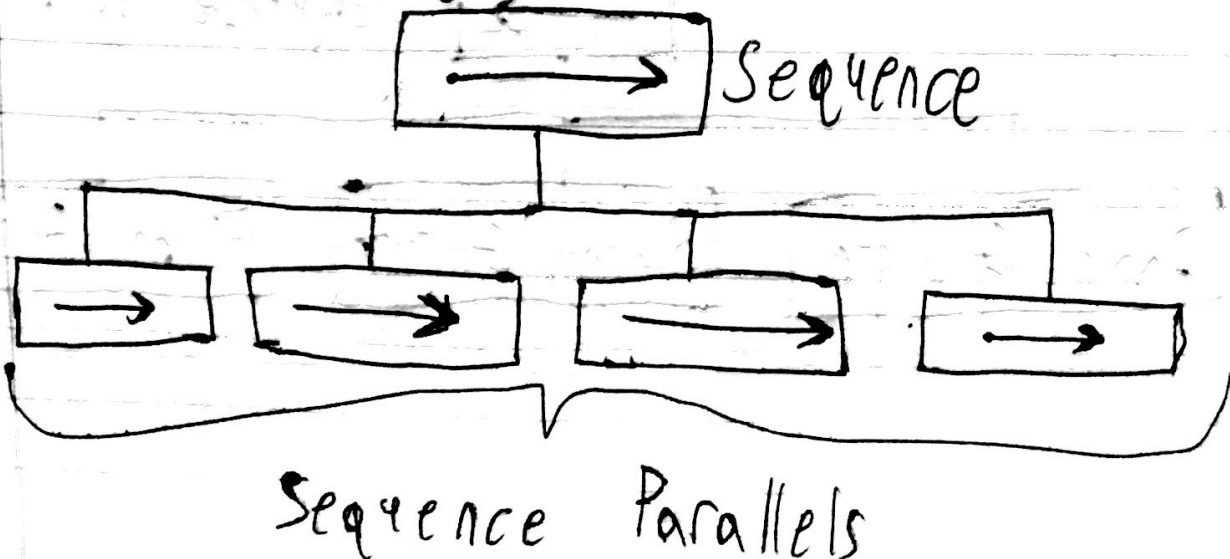
# Behavior Tree



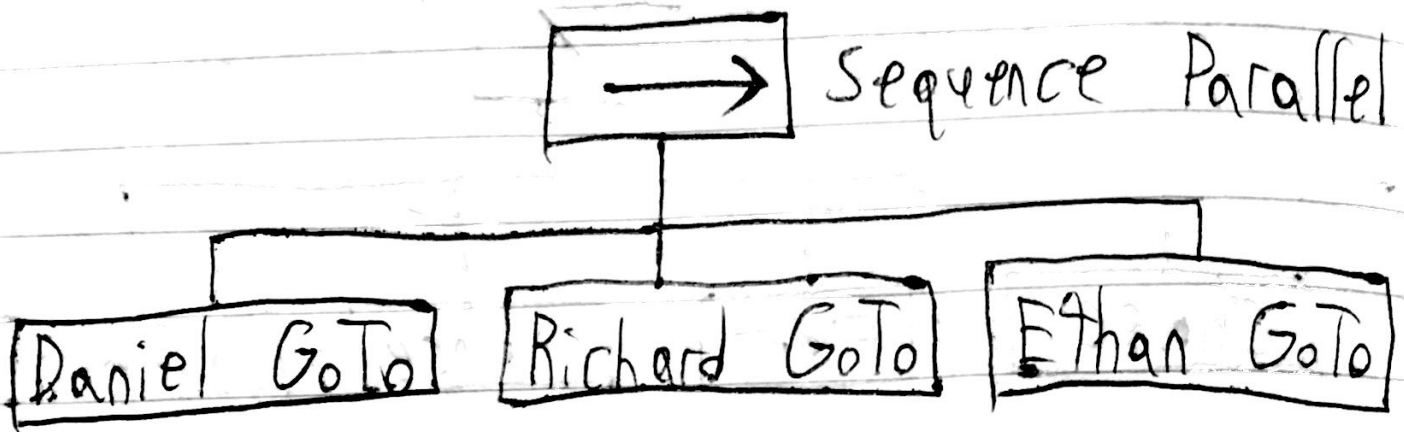
## Chase Subtree



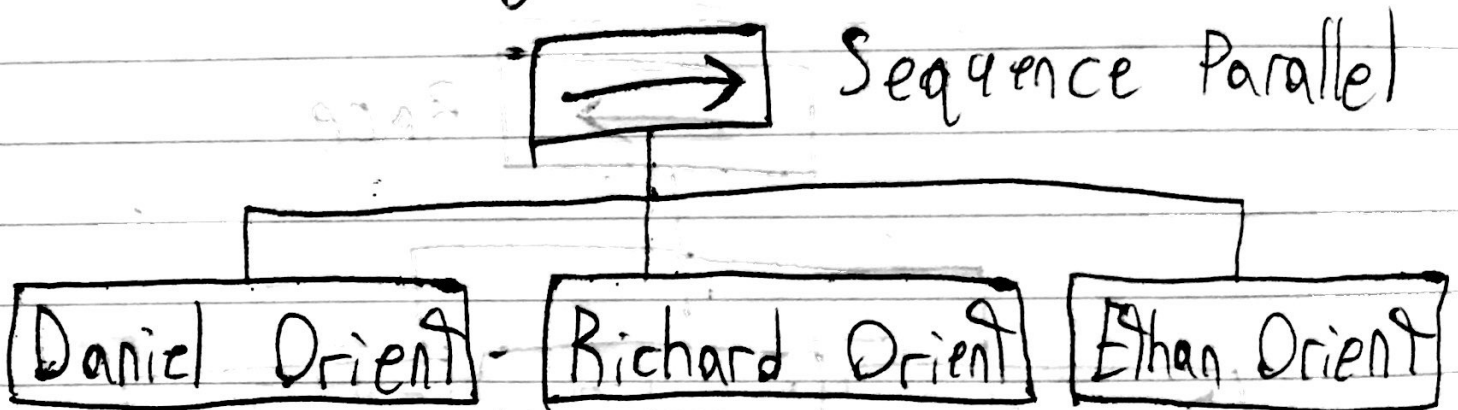
## Fight Subtree



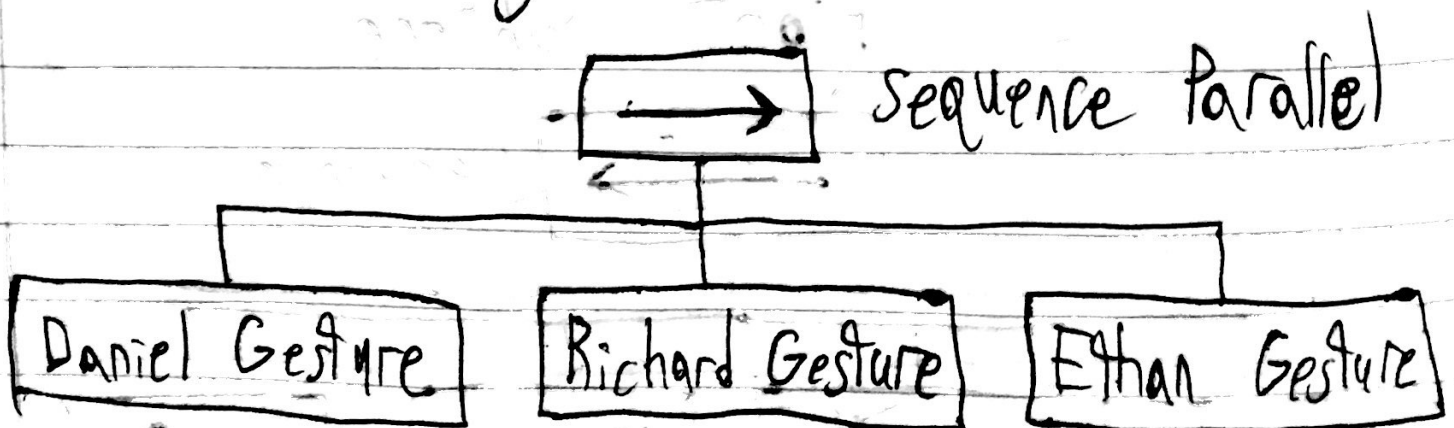
## Fight Subtree 1



## Fight Subtree 2

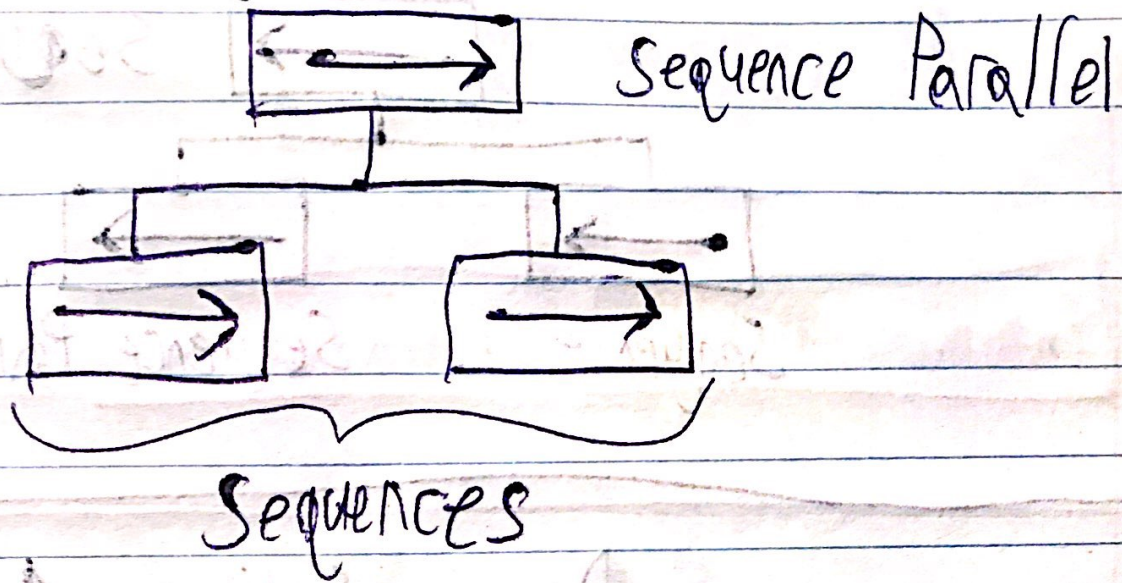


## Fight Subtree 3

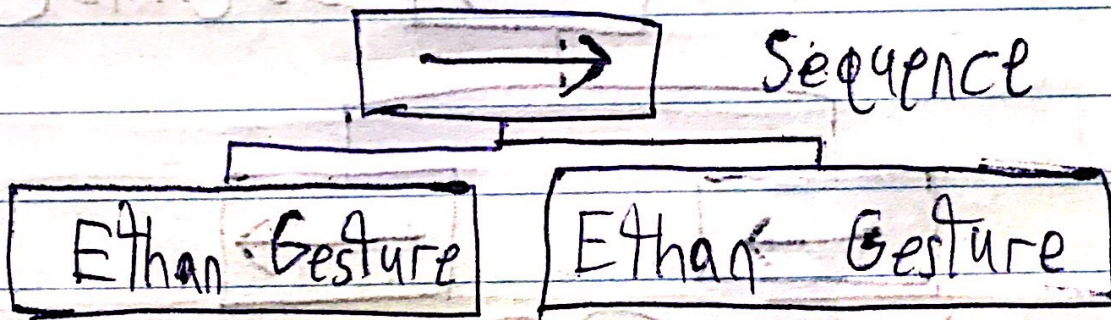




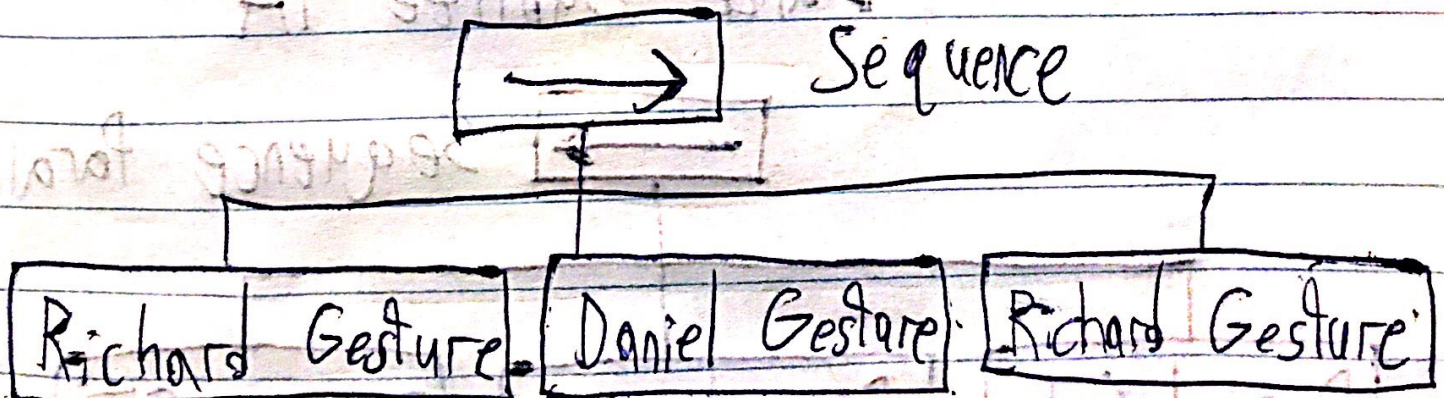
## Fight Subtree 4



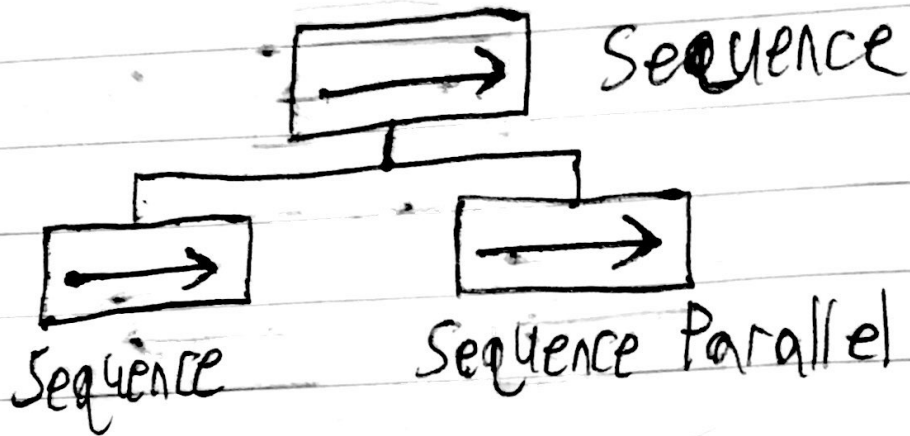
## Fight Subtree 4A



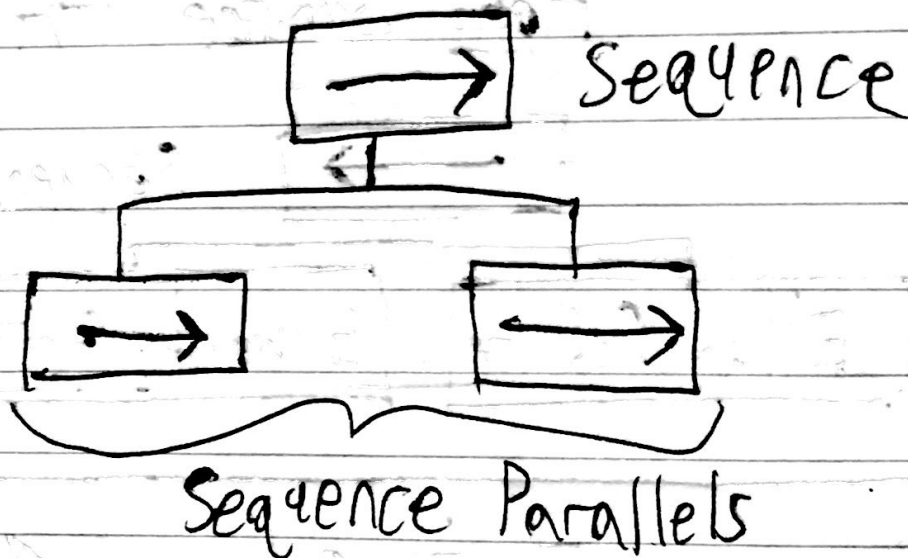
## Fight Subtree 4B



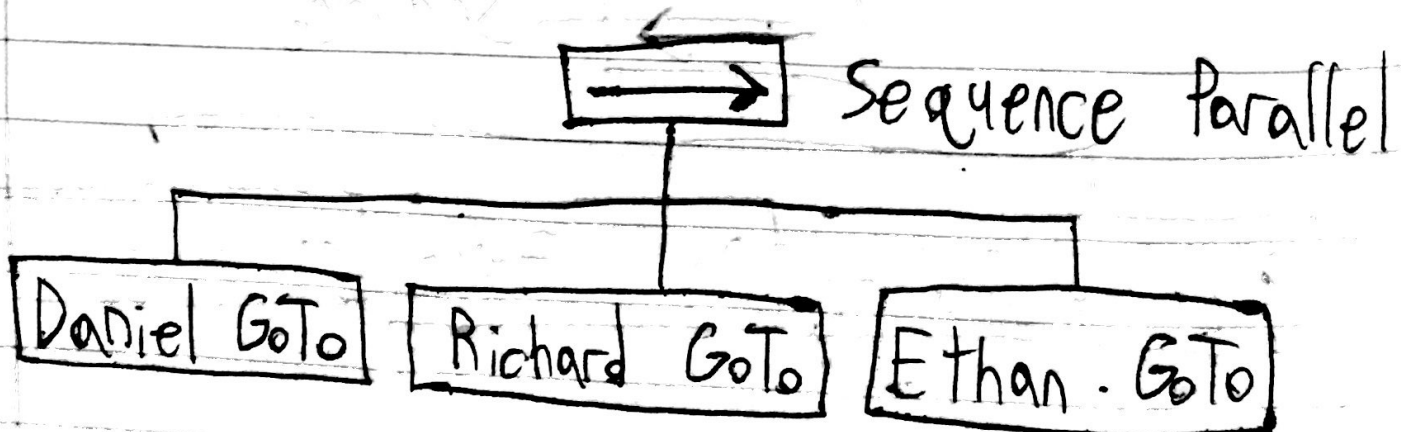
# Dance Subtree



## Dance Subtree 1

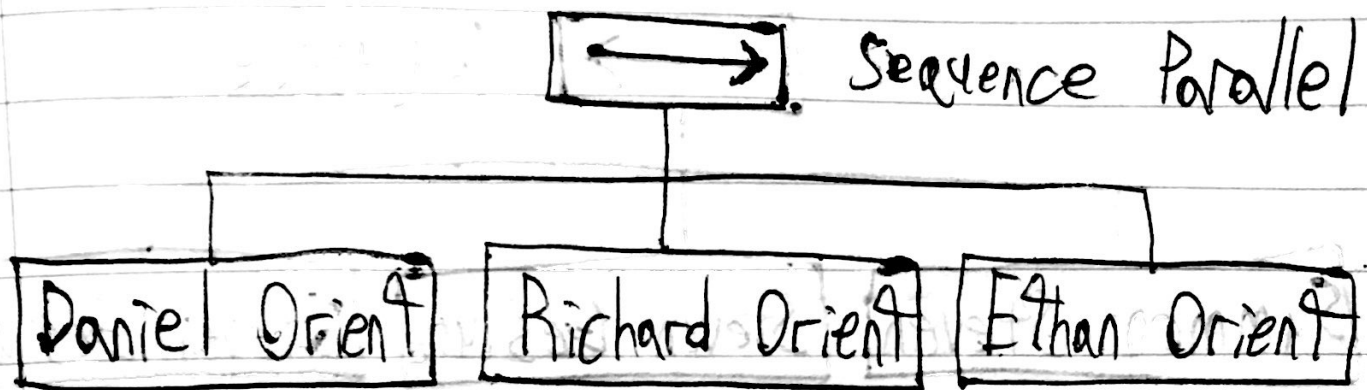


## Dance Subtree 1A

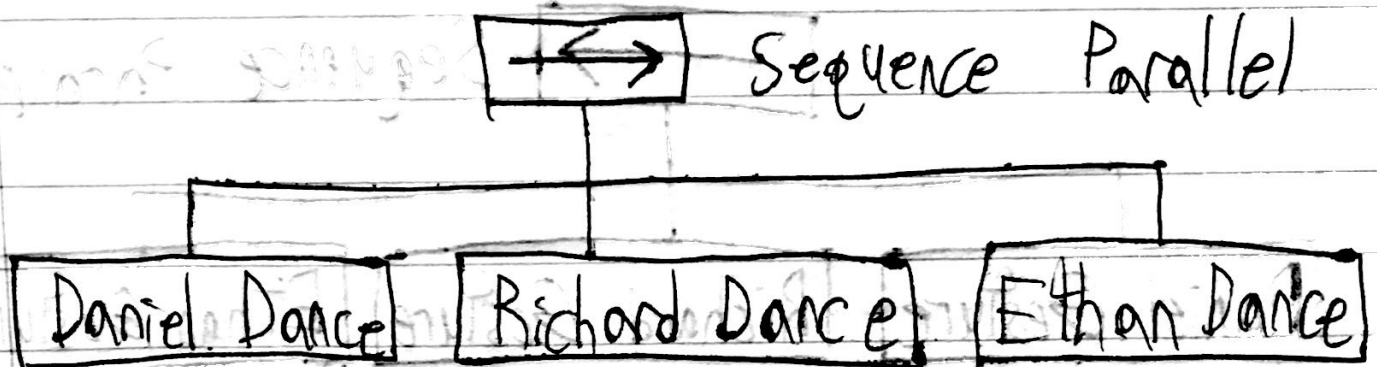




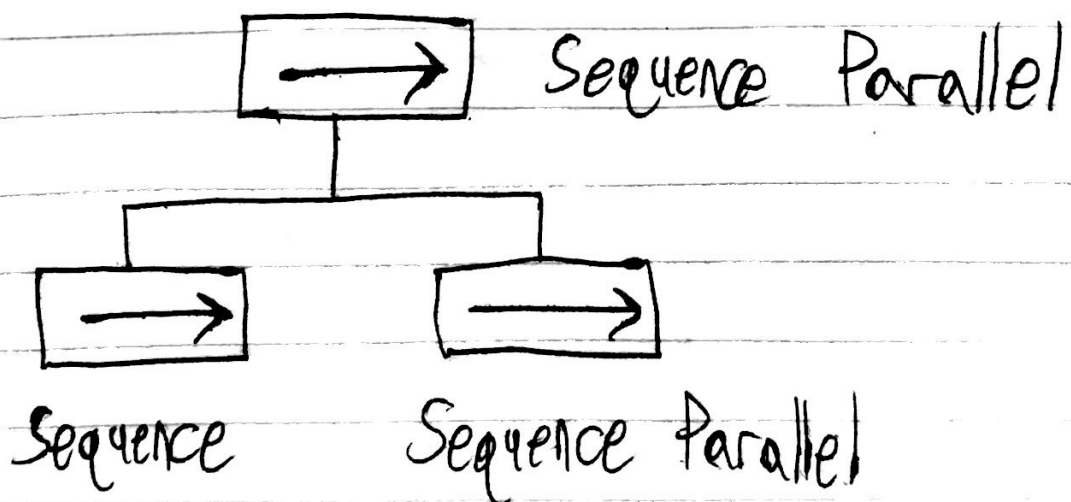
## Dance Subtree 1B




## Dance Subtree 2

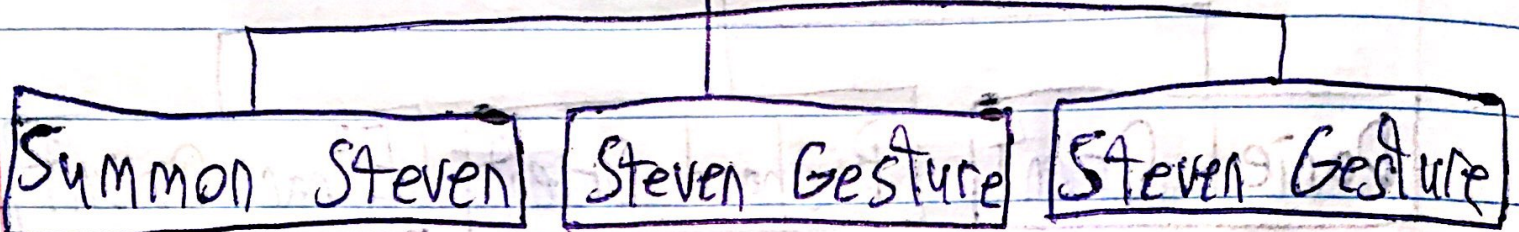


## Summon Subtree




## Summon Subtree 1

 Sequence



## Summon Subtree 2

 Sequence Parallel

