Affordances

1. The three agents arrange themselves in a line in the center of the area and simultaneously dance for 20 seconds using a SequenceParallel and the BehaviorMecanim.
2. Then the agents proceed to chase a player controlled ball around the area, once one agent gets close enough to the ball they stop chasing it. This is implemented using a Race to have to agents navigate to the ball.
3. After that one agent will be randomly selected and they will approach one of the other agents and both agents will proceed to display a series of gestures toward one another. A selector is used to pick which agents will be interacting and the gestures are displayed in a linear sequence.

Behavior Tree

The Behavior Tree has four subtrees, the Dance Tree, Chase Tree, Greeting Tree, and Fight Tree. The Dance Tree has one node connected to its root; in root it has the agents move to their designated position and orient themselves, the node is what triggers the agents to begin dancing. After the Dance Tree resolves the next subtree is the Chase Tree which only consists of its root and has the agents race towards a player controlled ball. Next is the Greeting tree which has three nodes connected to its root, each of these three nodes has two of their own nodes. The first three nodes determine which agents will be interacting with each other, then the following two nodes handle moving the agents towards one another and then having them gesture towards one another.