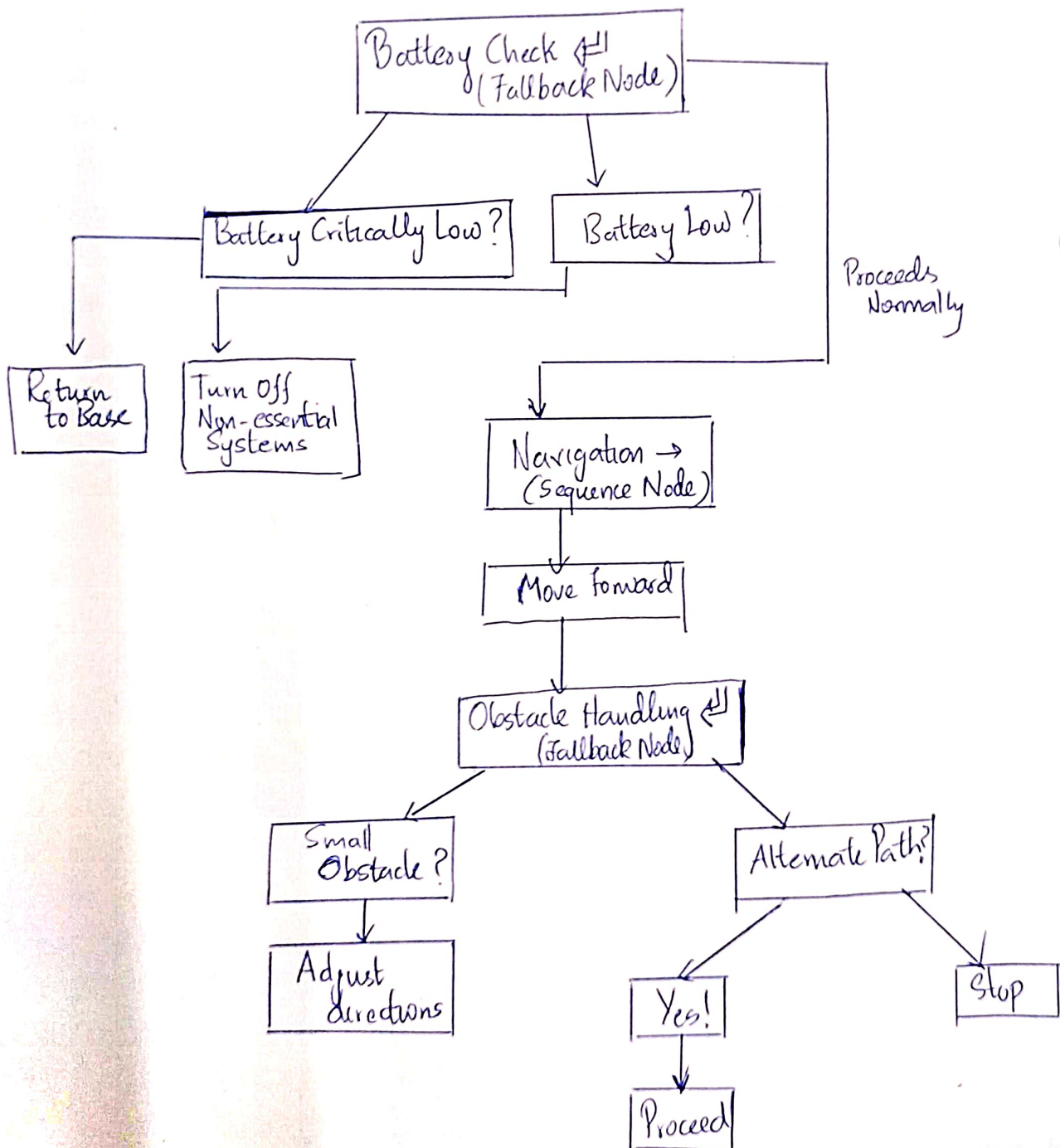


Hard Dose

Task 3

Behaviour Tree



Explanation

The Fallback (or selector) Node tries each child node until one succeeds.

① Battery Check Fallback node

- Checks if the battery is critically low, if so it returns to the base and exits
- If the first check fails, it then checks if the battery is low, and shuts down all non-essential systems if the condition is met.
- If the first two checks fail, it proceeds to the next sequence node (Navigation).

Fallback nodes

The use of fallback node has certainly improved the readability. It's often easier to infer/interpret from a schematic representation than a bunch of nested if-else conditions. Adding ^{new condition in} ~~new child~~ ~~to~~ between ~~the~~ ~~But~~ the child of a fallback node is easier ~~but~~ ~~to~~ than adding a few more conditions.