

## Quiz Review

Here are some review questions:

### General (Foundations)

- How is using a base class beneficial?
- How can we use bit-wise operators to change flags?

### Behavior Trees

- Know the statuses a behavior can return and how they affect behavior tree traversal.
- Know all the kinds of behavior tree nodes and what makes the groups different.
- Understand how to traverse behavior trees, especially sequence/selector/parallel nodes.
- Know the different parallel behavior policies and how they affect tree traversal.

### Decision Trees

- Be able to traverse a decision tree starting at the root.

### Decision Making

- What happens in a state machine's update cycle?
- How can the transition table be utilized to find the next state?
- What is the difference between a deterministic and non-deterministic state machine?