**2. Non-Predictive Decision Trees (Descriptive / Rule-Based)**

* **Used for:** Structuring and explaining decisions without forecasting.
* **Goal:** Provide a logical flow of decisions without making predictions.
* **Example:** Creating branching dialogues in a game or defining learning paths in e-learning.

**Types:**

1. **Rule-Based Decision Trees**
   * Defined by pre-set conditions rather than learning from data.
   * **Example in Game Dev:** A branching dialogue tree where NPC responses depend on the player's choices.
   * **Example in E-learning:** A learning module where the next topic is chosen based on quiz results.
2. **Behavior Trees**
   * Used to structure AI behavior based on conditions and actions.
   * **Example in Game Dev:** NPC enemy decides between patrolling, attacking, or retreating based on health.
   * **Example in E-learning:** A course recommendation system where student choices determine the next topic.

