[Very High Level] Behavior Tree

Saturday, December 4, 2021   7:31 PM

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                    ┌─────────────┐
                    │ Sequence  → │
                    └─────────────┘
        ┌──────────────────┼──────────────────────────────────────┐
  ┌──────────────┐   ┌──────────────┐                        ┌──────────────┐
  │ Beginning    │   │ Middle       │                        │ End          │
  │ (Stage One)  │   │ (Stage Two)  │                        │ (Stage Three)│
  └──────────────┘   └──────────────┘                        └──────────────┘
        │                  │                                        │
  ┌──────────────┐   ┌──────────────┐                        ┌──────────────┐
  │ Sequence  →  │   │ Sequence  →  │                        │ Sequence  →  │
  └──────────────┘   └──────────────┘                        └──────────────┘
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Beginning (Stage One)			Middle (Stage Two)			End (Stage Three)		
Greeting Each agent	Parallel Sequence	Traverse to Waypoint 2	Initial Interaction with bully agent	Plan to get past the bully agent	Probability Selector	Cross the bridge	Selector Boolean (Negotiation)	Loop

Parallel Sequence children:
- One agent press button
- Other agents traverse to door

Probability Selector children:
- 50% → Negotiate with bully agent
- 50% → Distract the bully agent

Selector Boolean (Negotiation) children:
- Destroy the bridge
- Not destroying the bridge

Loop child:
- Celebrates when spacebar is pressed