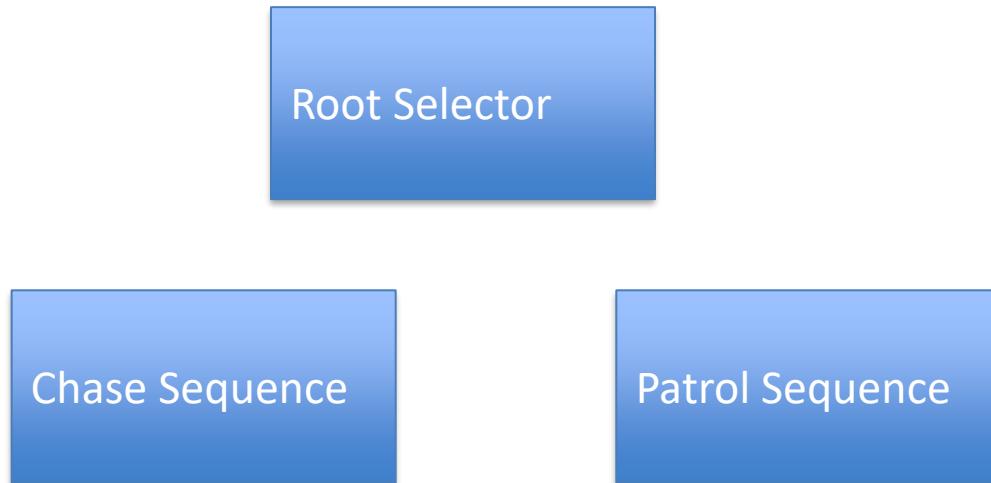


Behavior Tree Tutorial

Simple Enemy AI in Unity

What is a Behavior Tree?

- A Behavior Tree organizes AI into small decisions and actions.

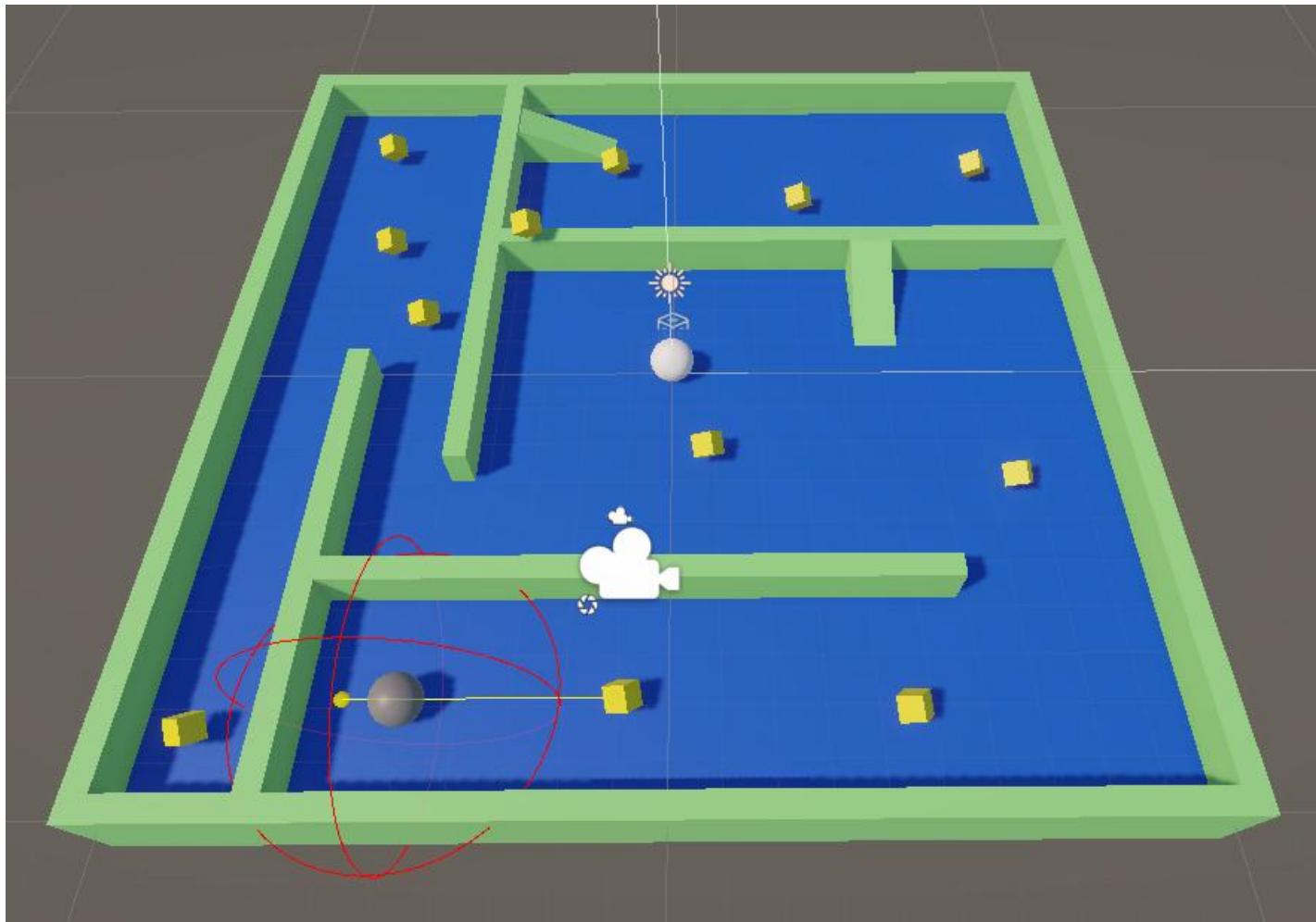


Node Types

- - Sequence
- - Selector
- - Condition
- - Action

Unity Scene Setup

Player, Enemy, and Waypoints.



Core Code Structure

- BTNode, SequenceNode, SelectorNode, PatrolNode...

Demo Behavior

- - Patrol between waypoints
- - Chase player when close
- - Return to patrol

Exercise

- Implement an enemy ball
- Using Behavior tree
- Enemy ball should chase player when the player is in a particular range of the enemy
- As player out of the particular range, enemy goes to its original place