



"Precond" means pre-conditions. "Dest" means Destination. "Pick" means collectable items. "Player" means the player agent.

The HTN follows forward sequential planner from the left to the right. All the task have preconditions, except the last right task which is to set the destination to the nearest pick item. That means, the left task has priority to the right task. Each update the AI choose the destination with the most priority. But it may also apply teleport traps at the same time.