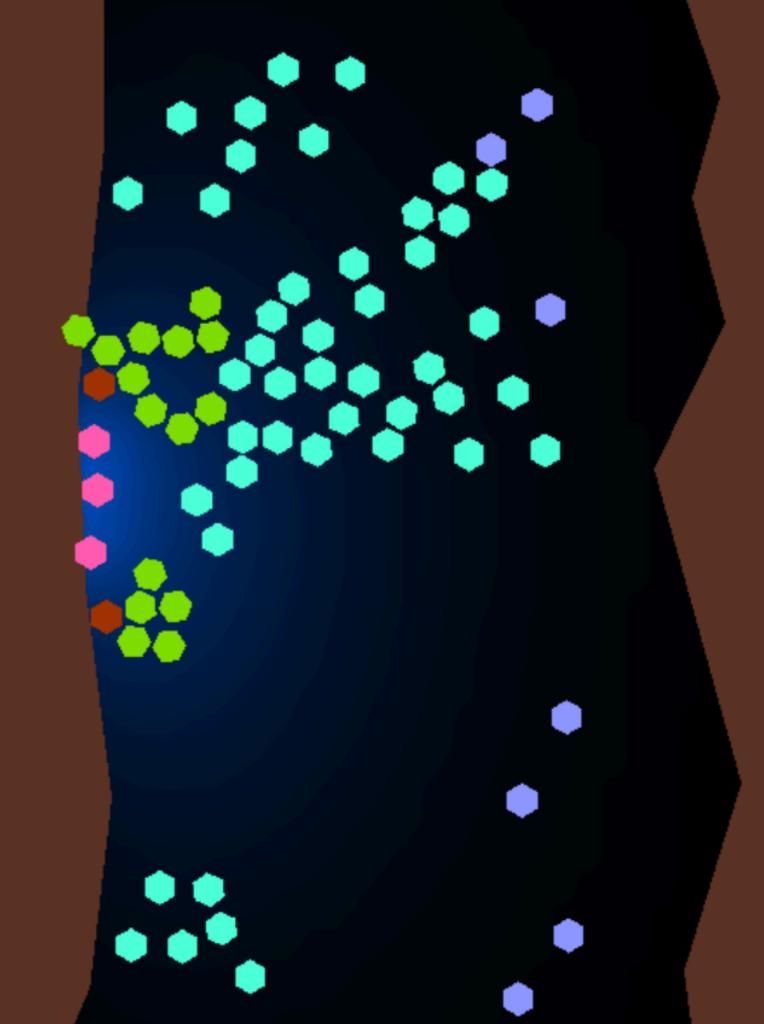
Pascal BALLET

A Godot addon to create 2D or 3D swarms, flocks and multi-agent systems



Behavior Tree for Groups

(C) 2023 - now

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Table of content

Introduction - p4

Simple 2D tutorial - p6

Simple 3D tutorial - p13

Conclusion - p16

A brief

INTRODUCTION



The main node of Behavior Tree For Groups (BTFG) represents a Godot group (a disk inside a square) completed with a trunk, to draw a tree.

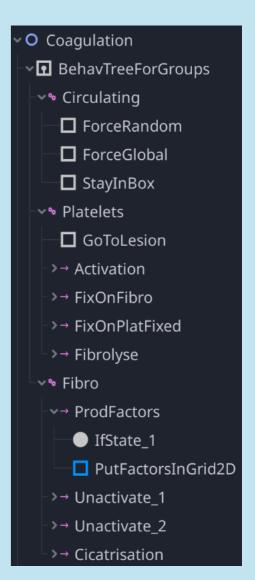
BEHAVIOR TREE FOR GROUPS

BTFG is an addon for Godot Engine that enables you to create swarms, flocks and multiagent systems using a single behavior tree.

You can easily design collective behaviors without any code by adding groups to your nodes.

Several examples, in 2D or 3D, are available when installing the add-on in Godot: test them to understand how they work and what can be done.

When imported into your project, add groups to your nodes then create a new BTFG that works onto the groups of your choice.



Simulation of blood coagulation made with BTFG.

A quick

SIMPLE 2D TUTORIAL

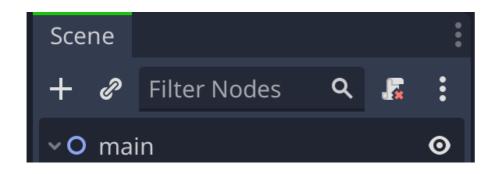
REQUIREMENT

Behavior Tree For Groups (BTFG) can be used by non coders to create numerous 2D or 3D programs. Nevertheless, developers can add their own nodes without difficulties.

Godot 4.X is required.

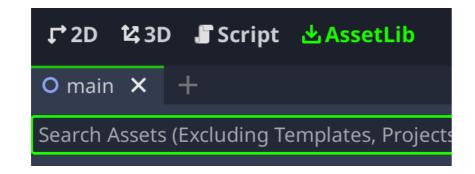
BTGF works on any platform like Windows, Mac OS or Linux.

SIMPLE 2D TUTORIAL



First, create a new 2D scene

- save it as main.tscn

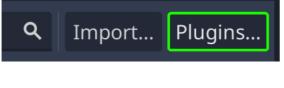


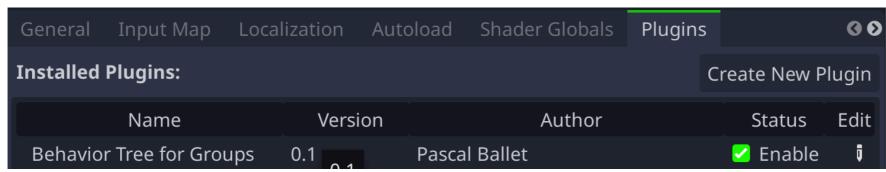
Addon download

- From the AssetLib tab of Godot, search, select, then download the Behavior Tree For Groups addon.

Plugin activation

Do not forget to *Enable* it from the *Plugins* section.





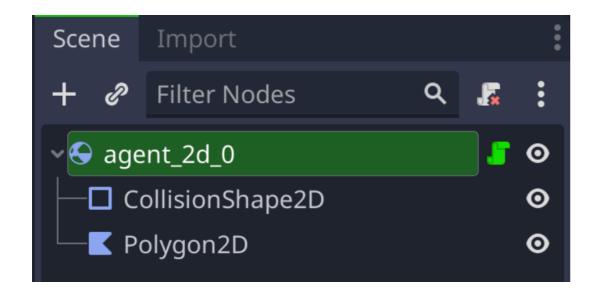
SIMPLE 2D TUTORIAL



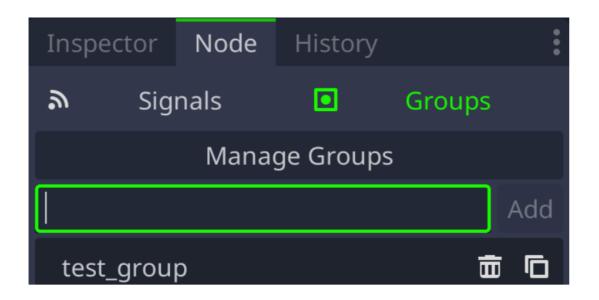
Now, create a new Agent2D

- Click the + button in your scene tree and
- Select NewAgent2D
- A file called *agent_2d_0.tscn* is automatically generated into your file system

NB: this node is NOT added to your scene tree, but is just a convenient way to create an agent, which is a *RigidBody2D* with its *MeshInstance* and *CollisionMesh*. If you prefer, you can also create your own *RigidBody2D*.



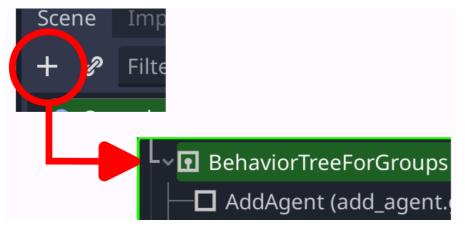
- Open the agent_2d_0.tscn automatically generated, and
- select the *RigidBody* at the root of this scene.

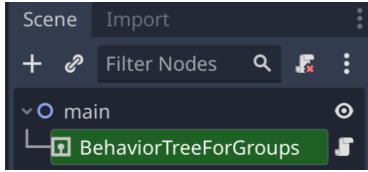


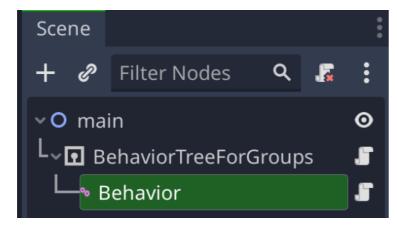
- In the inspector, go to the Node Tab
- then go to Group
- and add a new group called test_group

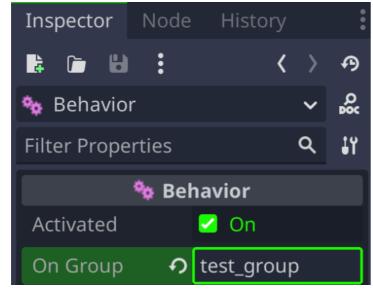
Save the agent_2d_0.tscn scene

And go back to your main scene









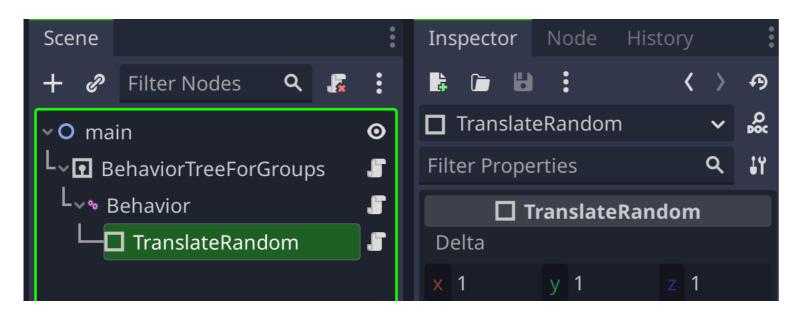
Then, create a simple behavior tree

- Click the *plus button* in your *main* scene, then select the node *BehaviorTreeForGroups*

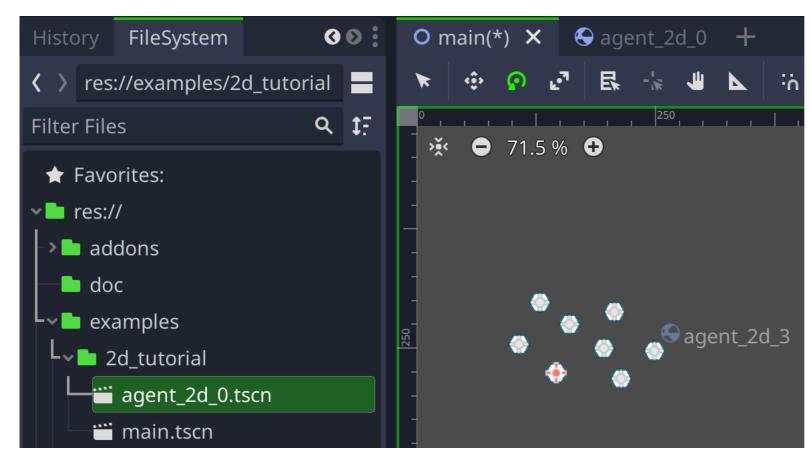
- Then, add a new child node called *Behavior*

- In the inspector of the newly created node Behavior, in the Group property, write test_group. That means all the nodes having the *Group test_group* will be treated.

Add an Action in the Behavior



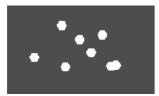
- As child of the node Behavior, add a new node called TranslateRandom



Finally, add many agent_2d

- by drag & drop from the file agent_2d.tscn to your main scene
- place 8 of them in your main scene







- ▶ BehaviorTreeForGroups (behavior_tree_for_groups.gd)
- —☐ AddAgent (add_agent.gd)
- AddSpringOnContact (add_spring_on_contact.gd)
- 😽 Behavior (behavior.gd)
- **□** ChangeColor (change_color.gd)
- CloneAgent (clone_agent.gd)
- DataPlus (data_plus.gd)
- ☐ DataSet (data_set.gd)
- Delete (delete.gd)
- -? Fallback (fallback.gd)
- ForceAngularZ (force_angular_z.gd)
- ForceForward (force_forward.gd)
- ForceGlobal (force_global.gd)
- ForceRadial (force_radial.gd)
- ☐ ForceRandom (force_random.gd)
- ForceToGridValue (force_to_grid_value.gd)
- IfCollision (if_collision.gd)
- IfDataEquals (if_data_equals.gd)
- IfDataInf (if_data_inf.gd)
- IfDataSup (if_data_sup.gd)
- IfGrid2DValueInf (if_grid_2d_value_inf.gd)
- IfGrid2DValueSup (if_grid_2d_value_sup.gd)
- IfInBox (if_in_box.gd)
- IfMouseClick (if_mouse_click.gd)
- IfNoContact (if_no_contact.gd)
- IfProba (if_proba.gd)
- IfStateEquals (if_state_equals.gd)
- IfStepBetween (if_step_between.gd)
- ─<mark>□</mark> NewAgent2D (new_agent_2d.gd)
- NewAgent3D (new_agent_3d.gd)
- NewGrid2D (new_grid_2d.gd)

Execute your program

- all the agents having the group *test_group* will move at random
- for example, you can change the speed of the translation by changing the default value Delta to 5 in the TranslateRandom node

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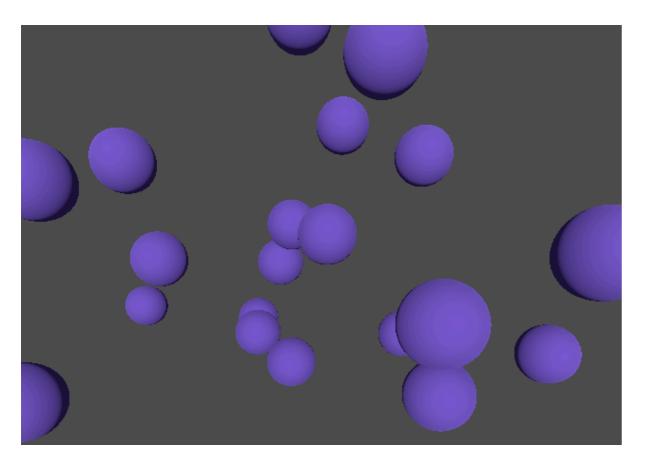
A very quick

SIMPLE 3D TUTORIAL

REQUIREMENT

Nodes in BTFG are made to be used indifferently for 2D or 3D projects.

Usually, BTFG applies its behaviors on RigidBodies. Some nodes can be simple Nodes.



SIMPLE 3D TUTORIAL

Very simple

- Replace 2d by 3d in the previous example!
- And do not forget to put a *camera* and a *light* before you execute your program

A short

CONCLUSION

Conclusion

Many other nodes exists to create many different behaviors. Do not hesitate to try them and create impressive multi-agent systems, flock and swarms