

B4 - Part 1

For this part, the goal was to design a scene where two knights picked up a sword and fought a monster. Due to trouble with getting the KADAPT library's Interaction System to work, two knights simply walk over to a sword, reach for it, and walk over to the beast and perform punches. This was done by building a behavior tree in which the `Node_GoTo()`, `Node_OrientTowards()`, and `Node_HandAnimation()` methods. In preparation for B5, the issues we had with KADAPT will be sorted out.

Link to demonstration: https://youtu.be/UcZJ_3zMtsA