# FightBehaviorTree.cs

FightBehaviorTree.cs allows for three participants to meet at 3 closely placed points in the scene. participant and participant2 begin to punch each other, and participant3 cheers them on. BuildTreeRoot() creates a DecoratorLoop containing a SequenceShuffle of the Sequence in ST\_ApproachAndWait(). ST\_ApproachAndWait() builds the sequence described above.

# BoxController.cs

BoxController.cs allows for a GameObject to be translated across the scene when attached to a GameObject. This is done by getting user input for axis control, creating a Vector3 with the given axis control input as parameters, then using this Vector3 as the parameter for transform.Translate().