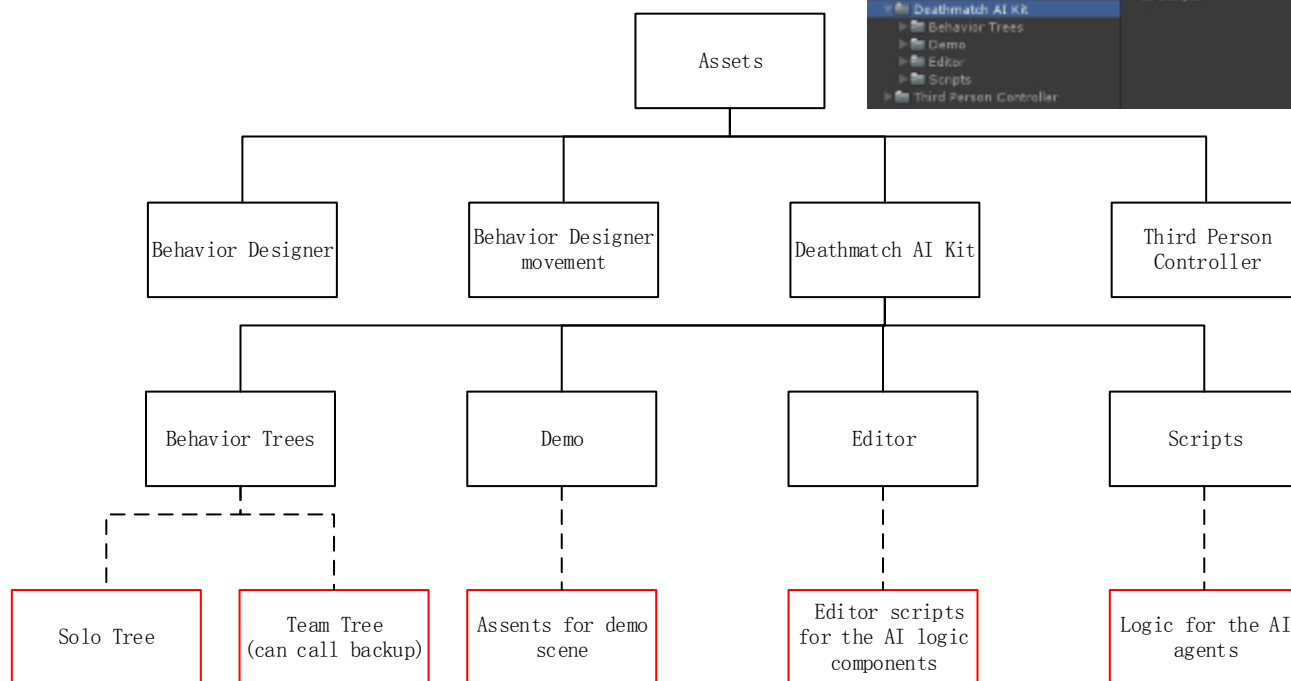
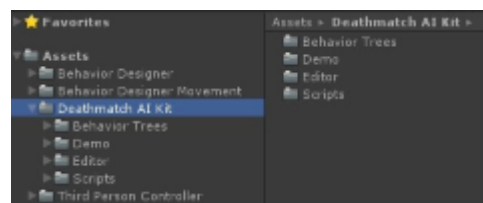
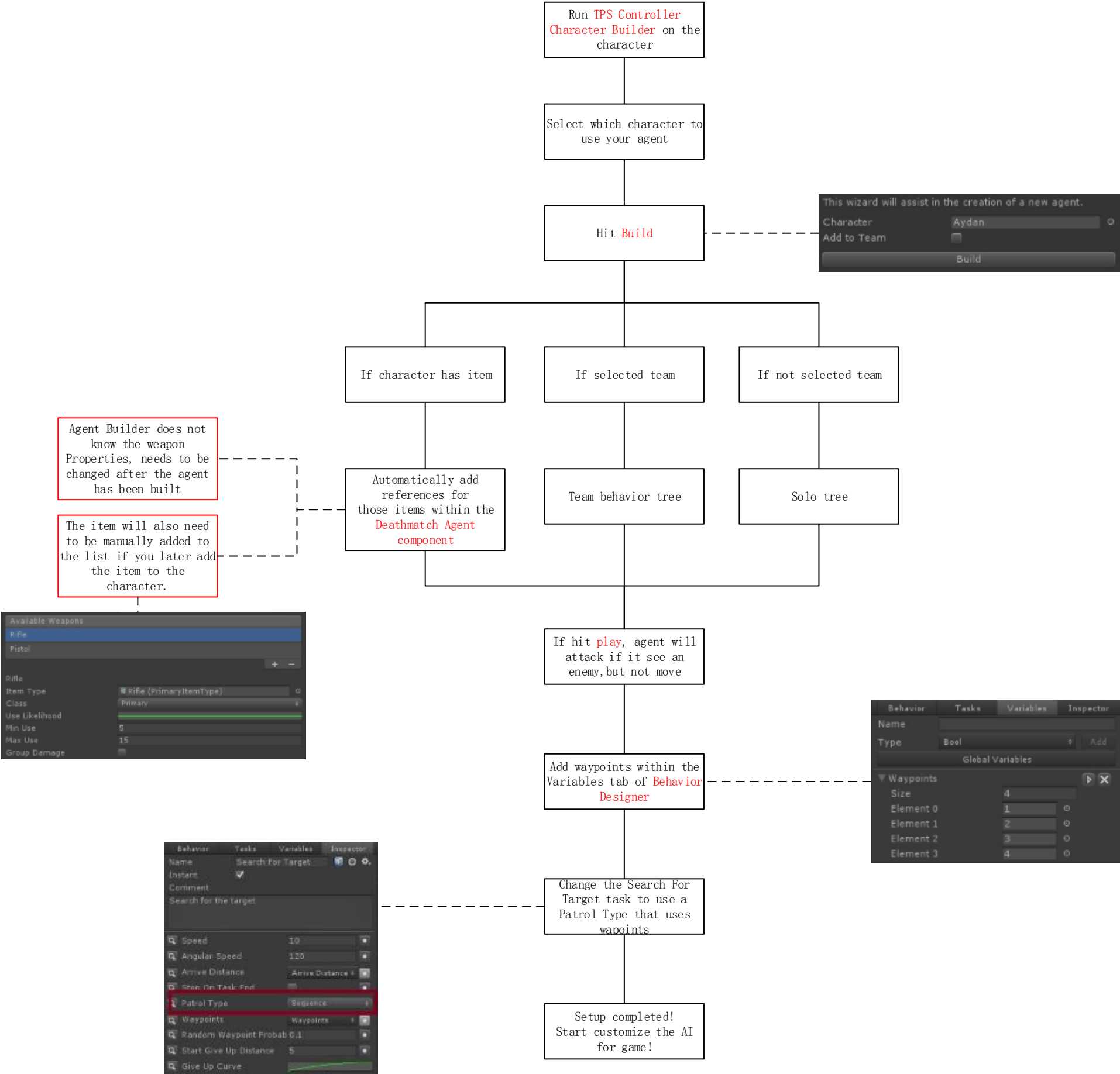


## Folder Structure



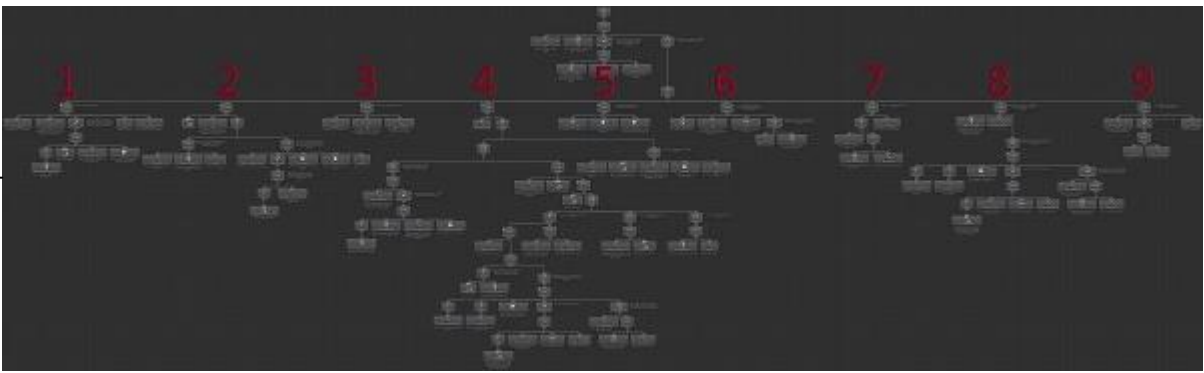
Build a new AI agent



Open the Solo behavior tree within Behavior Designer

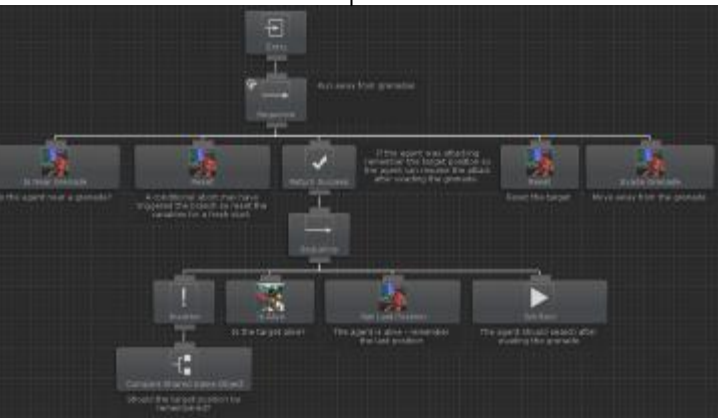


Hit play, like picture. Priority is left to right

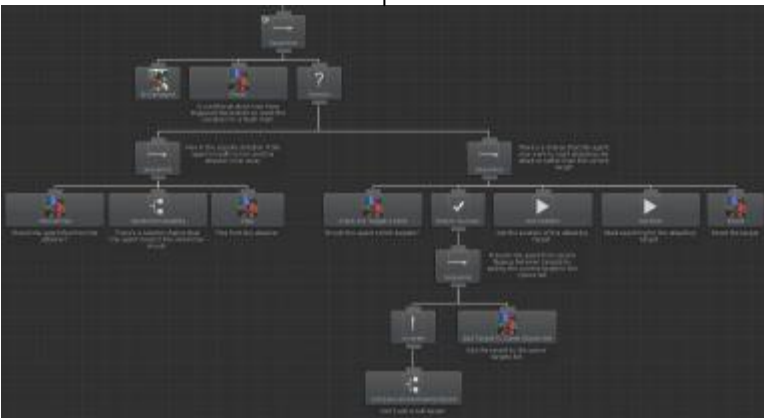


### Solo Tree

#### Near Grenade



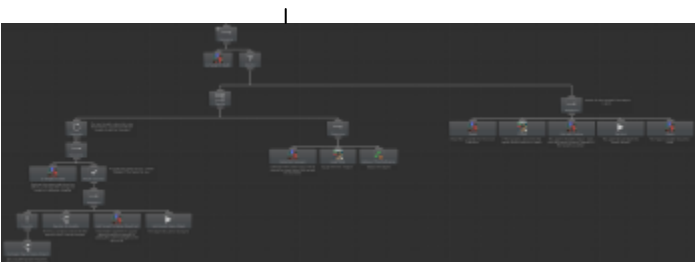
#### Damaged



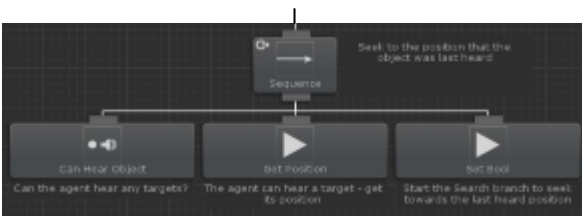
#### Search For Health



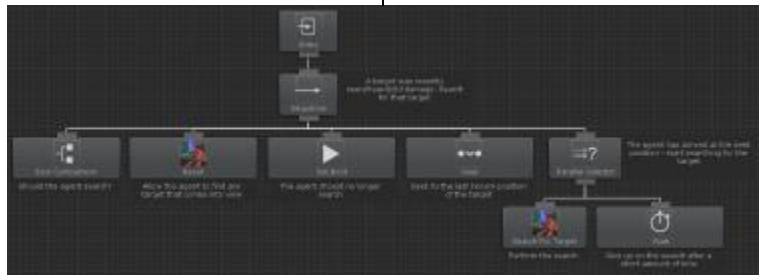
#### Can See



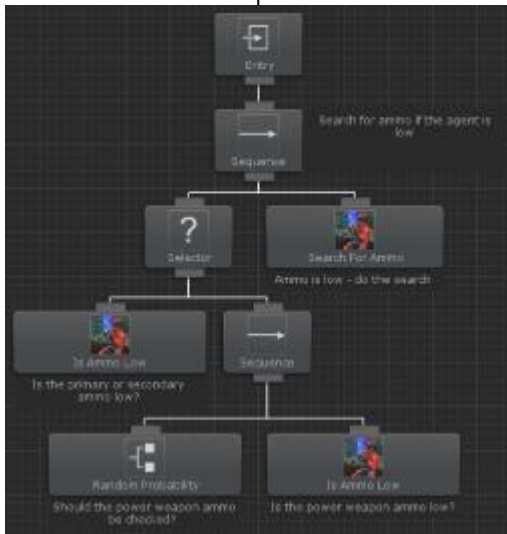
#### Can Hear



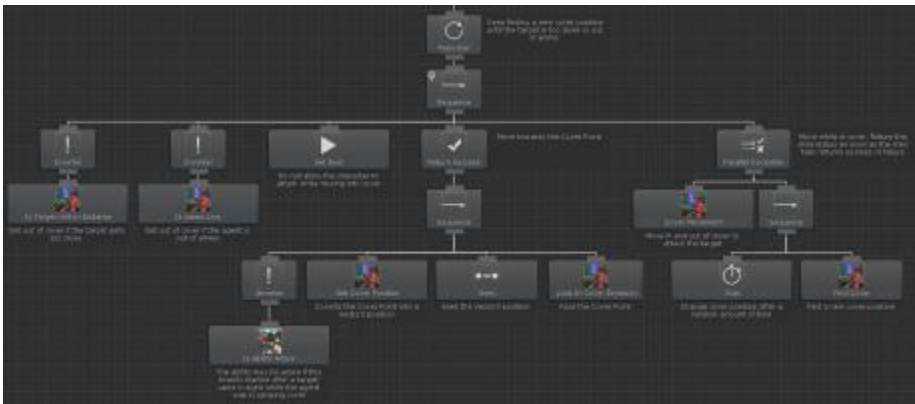
#### Search For Lost Target



#### Search For Ammo



#### Take Cover



#### Search For Target

