# Dev Diary

## 19/10/18

* Basic setup
* Added abstract class node
* Node contains a status, a getter and a constructor
* Added selector node, sequence node, inverter node

## 22/10/18

* Added DecoratorNode as abstract class
* Added repeater node, repeat till fail node, limiter node, succeeder node, failure node and action node
* Hard coded some functions and some tests to see if it works

## 23/10/18

* Moved tests to unit testing
* Started work towards writing tree to file to load it

## 24/10/18

* Added Behaviour tree class to do the work
* Added SaveTree()
* Added id to each node

## 25/10/18

* Updated methods to have private methods that can set a node with a id
* Worked on the load func
* Got a function to invoke from a string

## 26/10/18

* Finished Load()
* Added fix that would save the same node multiple times
* Added the ability to specify the number of repeats

29/10/18

* Updated the save and load to include the declared type so it is class fluid

31/10/18

* Updated loadtree so that it returns a bool if loaded
* Created behaviour tree preview
* Created arena
* Added ai
* Added powerups

5/11/18

* Finished a first version of the preview

9/11/18

* Removed meta files for unity from the git ignore.
* Updated nodes so that they return running rather than continuing

18/11/18

* Implemented a early version of a visualisation of a tree, all nodes are displayed but in a line.

21/11/18

* Finished the visualisation of the tree

06/12/18

* Updated on screen ui to show trigger points for behaviour tree
* Added line to show current target
* Added idle state for visualisation
* Added UpdateIdleNodes() to idle all node and children
* Added a toggle to toggle idle state in target BT