# 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