Turn ship towards Σ

Public variable = PV

Ai faces a bit away form the player, amount depends on distance from player and their class

Turn Ai towards player and periodically shoot the player

Ai goes until it is δ away from player

Ai stops

Ai moves until it is δ away from player

Ai stays

April 19, 2018

“Space Shooty Project”

Unity Engine 5

Ai Behaviour Tree  
Basic E Type

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