Σ is updated per frame based on the initial θ

and δ

Turn ship towards Σ

Stop Ai

If the distance between Σ and the Ai increases

fly ship at speed defined by a PV

Use a "turn speed while thrusting" PV to keep turning the ship towards Σ

when ship reaches Σ

Stop ship and stop updating Σ

Public variable = PV

April 21, 2018

“Space Shooty Project”

Unity Engine 5

Version 1

Ai Behaviour Tree  
Block A

Written by Noah Isaacson  
Formatted by Mathew Basnett