Σ is updated per frame based on the initial θ

and δ

Player gets within a smaller distance than set by PV and is Ai

If the distance between Σ and the Ai increases

When player is farther from Ai than a distance set by a PV

Stop ship and stop updating Σ

when ship reaches Σ

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

fly ship at speed defined by a PV

Stop Ai

Turn ship towards Σ

Ai goes until it is δ away from player

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 stops

Ai moves until it is δ away from player

Ai stays

April 21, 2018

“Space Shooty Project”

Unity Engine 5

Version 2

Ai Behaviour Tree  
Basic E Type

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