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“Space Shooty Project”

Unity Engine 5

Ai Behaviour Tree  
Basic E Type

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Ai stops

Ai goes until it is √ away from player

Ai stays

Ai moves until it is √ away from player

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

Public variable = PV

Turn ship towards Σ