Spawn

PV: Ψ = time between shots

Public variable = PV

April 21, 2018

“Space Shooty Project”

Unity Engine 5

Version 2

Ai Behaviour Tree  
Shotgunner Class

Written by Noah Isaacson  
Formatted by Mathew Basnett

Block A

Function Start

Turn to face player; charge and fire once

If player is not facing Ai

If player is facing Ai

Fly past player

Fly out of PV: player ideal range

Fly back in range

Ψ’s after entering the block – has already charged its next shot

Back to start

Ai will stay out of range