Spawn

PV: Ψ = time between shots

Public variable = PV

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“Space Shooty Project”

Unity Engine 5

Version 2

Ai Behaviour Tree  
Shotgunner Class

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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

Ψ’s after entering the block

Fly past player

Fly out of PV: player ideal range

Fly back in range

Back to start

Ai will stay out of range