Ψ’s after entering the block

If player is not facing Ai

Fly past player

Fly out of PV: player ideal range

Ai will stay out of range

Fly back in range

If player is facing Ai

Function Start

Escape

Turn to face player; charge and fire once

Spawn

PV: Ψ = time between shots

Public variable = PV

April 21, 2018

“Space Shooty Project”

Unity Engine 5

Version 1

Ai Behaviour Tree  
Shotgunner Class

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