

Read me

- 1: Define the status for different things, which will be implemented later.
- 2: Define the result for tasks.
- 3: Define the Task which is the input for Priority, Sequence, Selector, Timer, Try and Neg.
- 4: Then define the working steps may be used later.
- 5: Build a behavior trees based on problem.

Reference:

[https://en.wikipedia.org/wiki/Behavior_tree_\(artificial_intelligence,_robotics_and_control\)](https://en.wikipedia.org/wiki/Behavior_tree_(artificial_intelligence,_robotics_and_control))

<https://www.pirobot.org/blog/0030/>

<https://outforafight.wordpress.com/2014/07/15/behaviour-behavior-trees-for-ai-dudes-part-1/>

https://www.reddit.com/r/roguelikedev/comments/45mu5h/behavior_trees_for_ai/

worked with Jinyong Hu.