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IGME 560

HW 3

Diagram

Description automatically generatedBT normal

Knight just makes his way through after opening the door (or walking through the door if its already open)

BT w/ Pickup

Graphical user interface, diagram

Description automatically generatedKnight picks up the potion and no longer renders the potion and then does the same as before.

Honestly, this homework was extremely easy. That or I missed something entirely. I spent more time figuring out how to get the Behavior Tree Editor working than I did on actual coding. (I didn’t realize you had to hit save to update the behavior tree- Oops. Explained why it kept running Knight to Entrance even after I manually switched it).

Most of the work was condition checking, which is self-explanatory when the dictionaries are all reasonably named. Is the Knight at the Entrance? Ok cool, now open the Gate if it’s not already. Now you can move the Knight to the Hallway.

All things considered, I would argue this was the easiest assignment yet, and I had already implemented an A\* pathfinding algorithm in a previous class- so that really should’ve been the easiest, but this felt more like a design check rather than a coding assessment which I guess aided to its perceived ease.