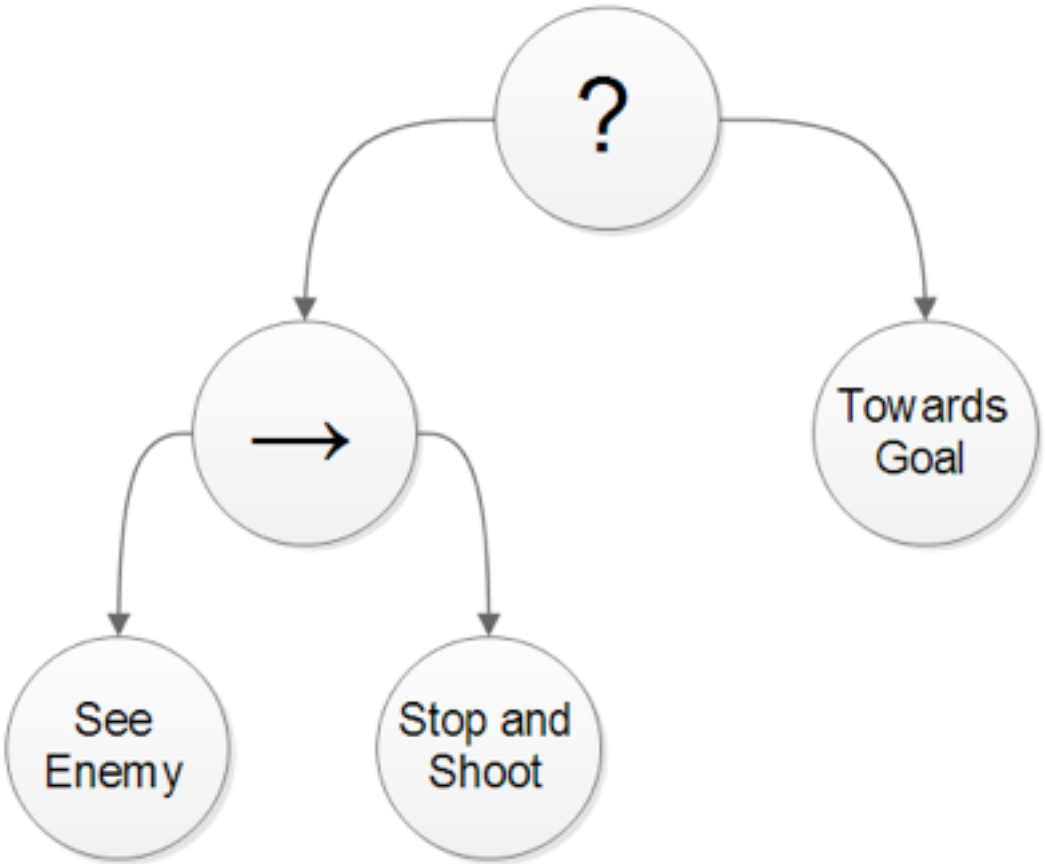
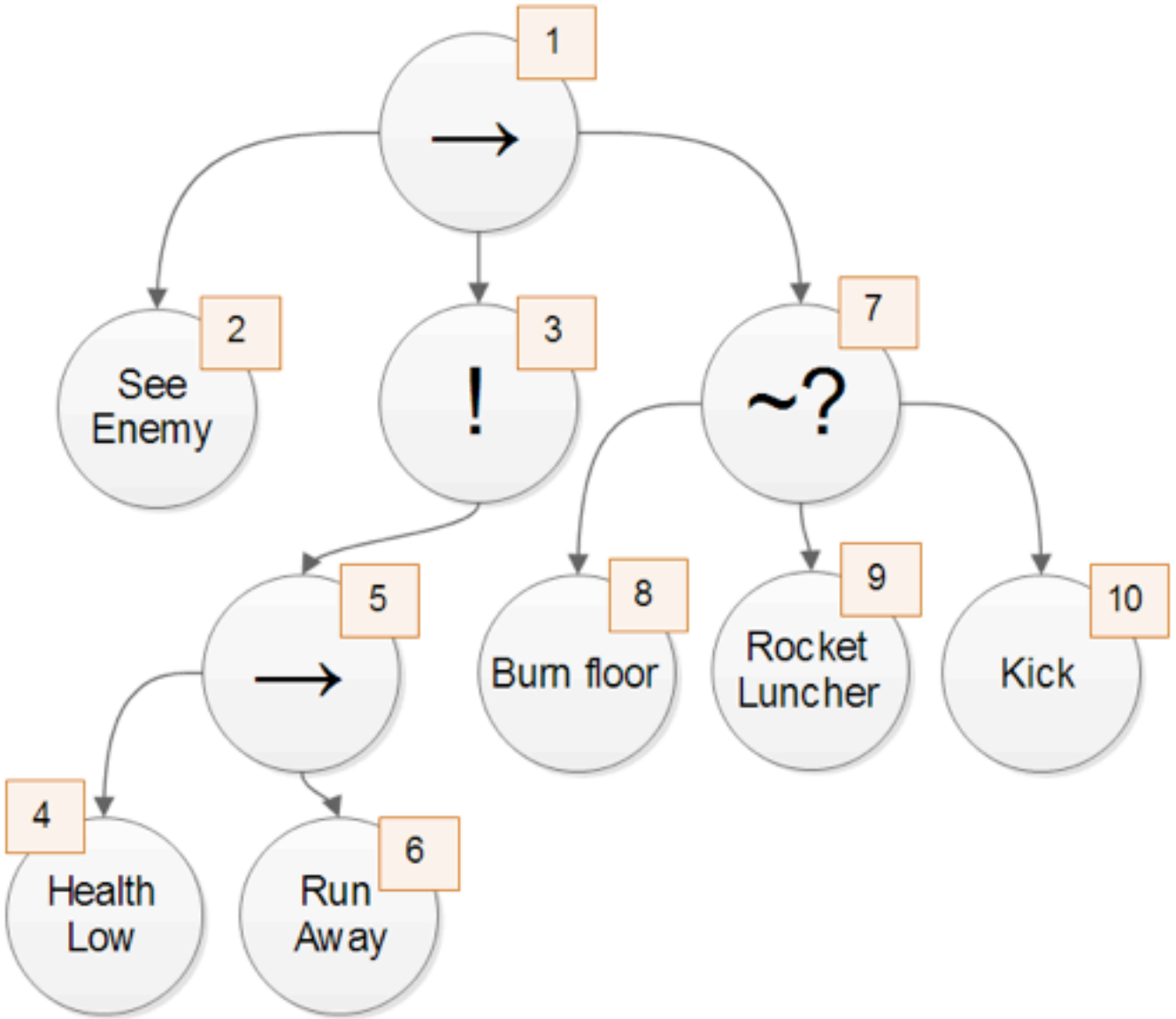
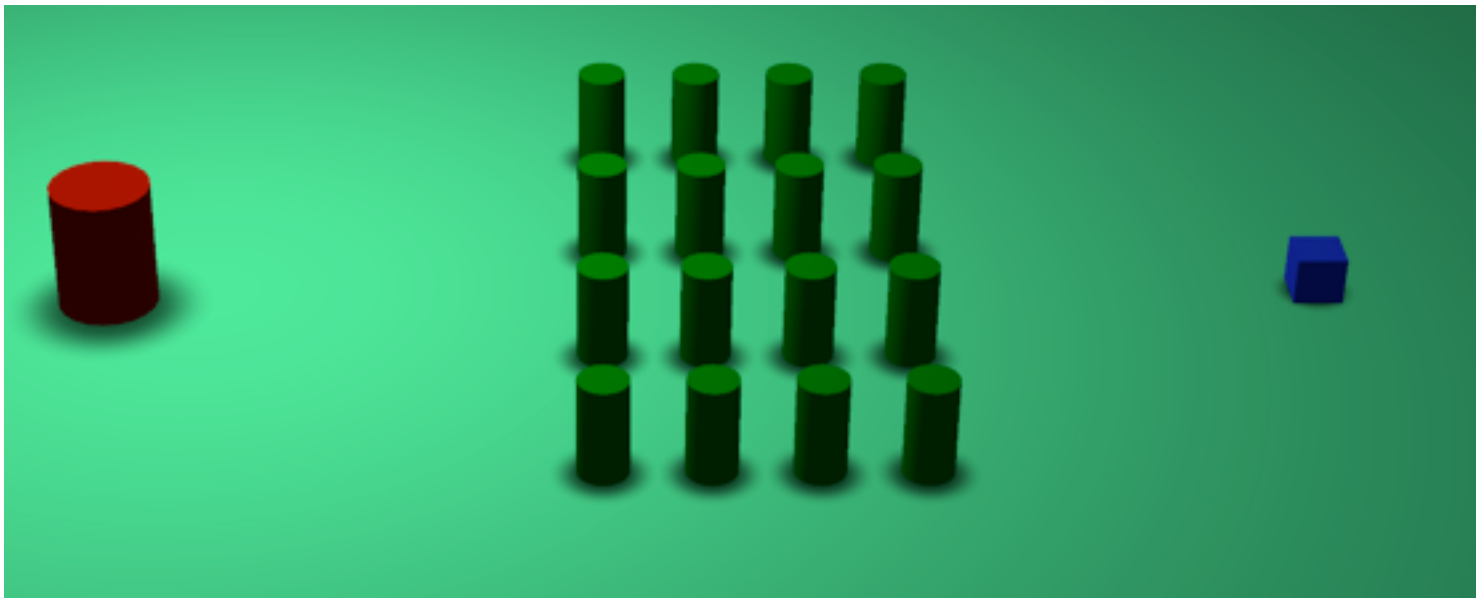
Understanding Behaviour Trees

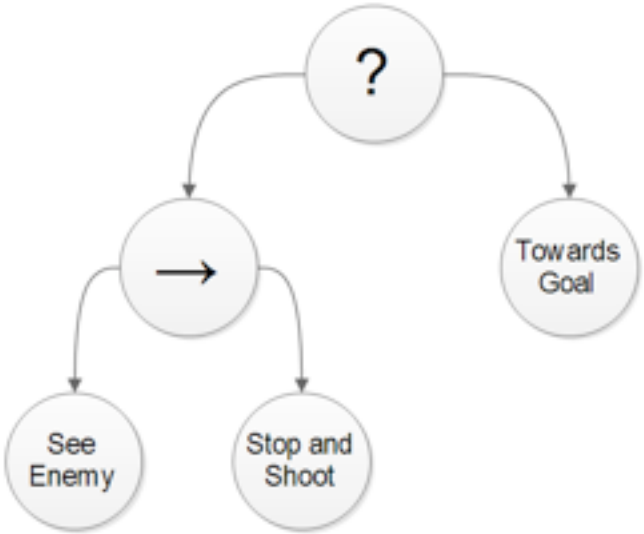
Jonathan Tremblay

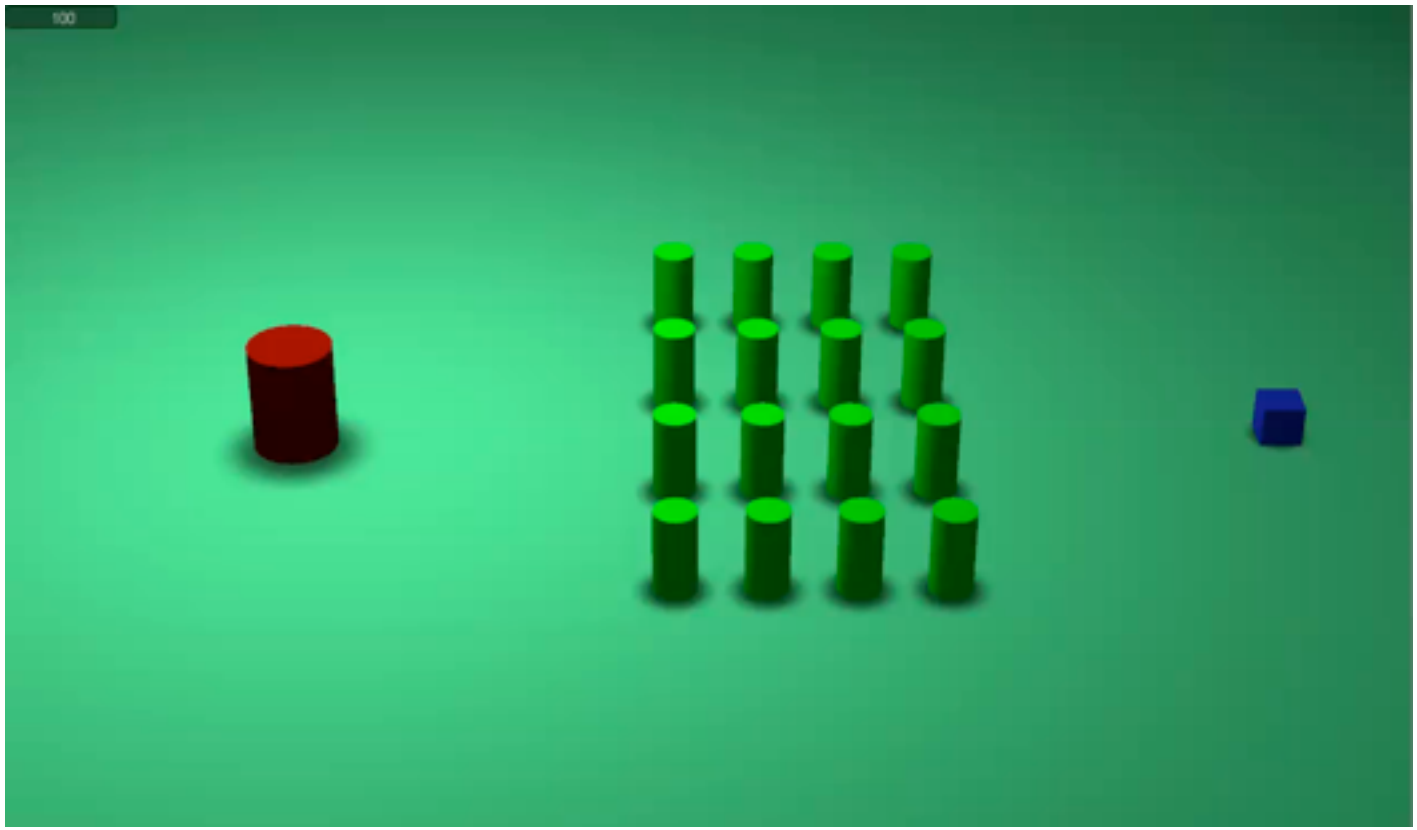

?
→
Towards Goal
See Enemy
Stop and Shoot

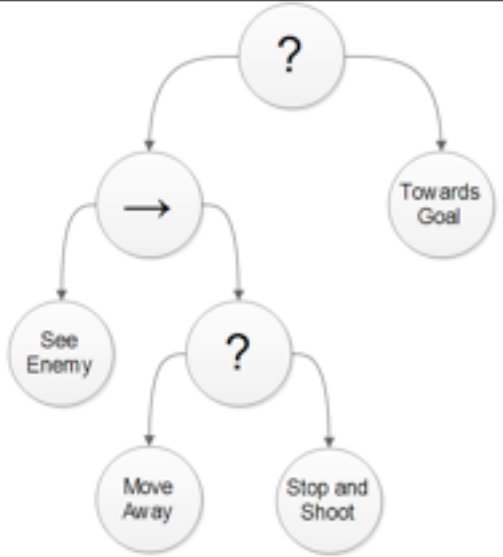
[[What is the meaning of Behaviour Trees?]]

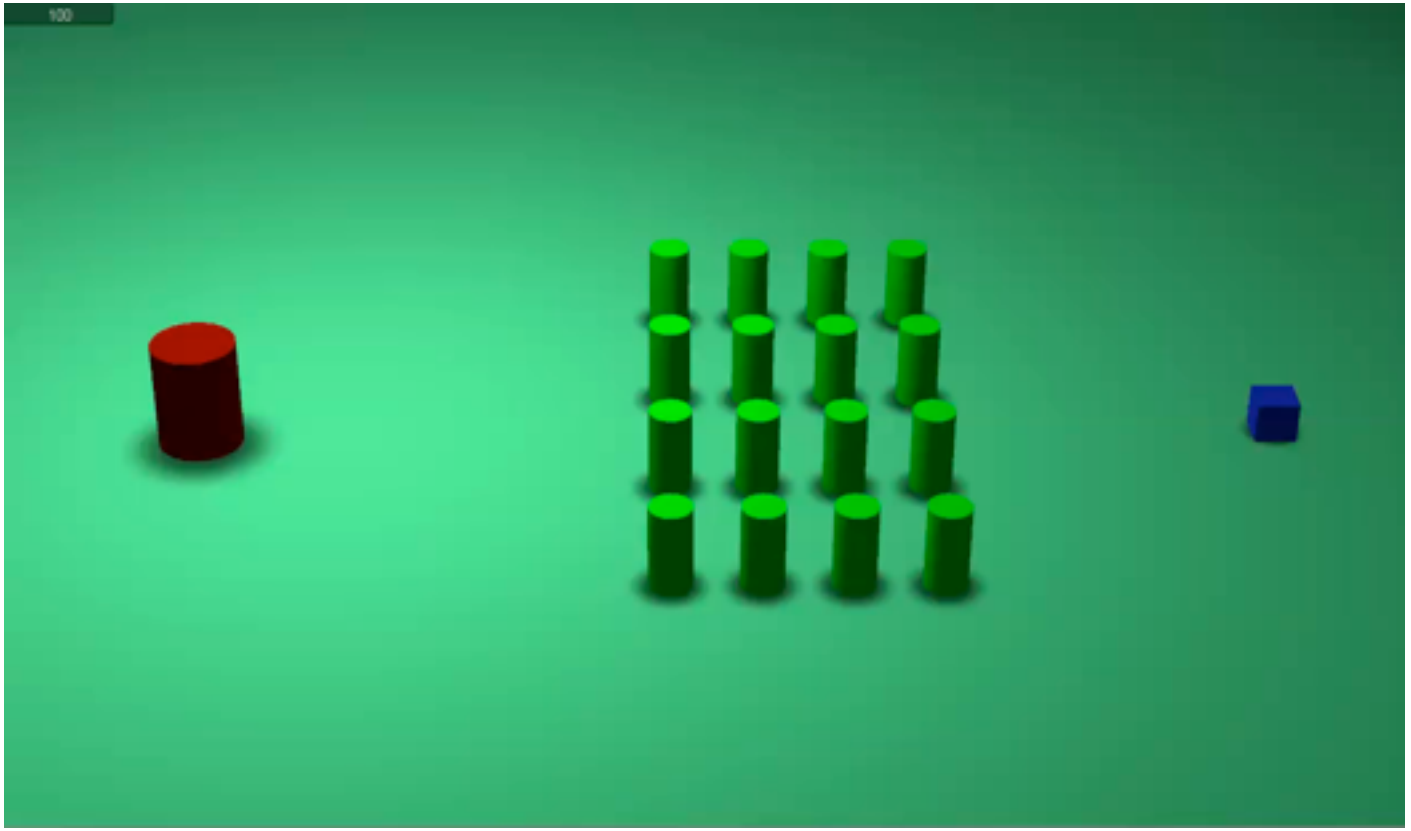

1
→
2
See Enemy
3
!
7
~?
5
→
8
Bum floor
9
Rocket Luncher
10
Kick
4
Health Low
6
Run Away




?
→
Towards Goal
See Enemy
Stop and Shoot



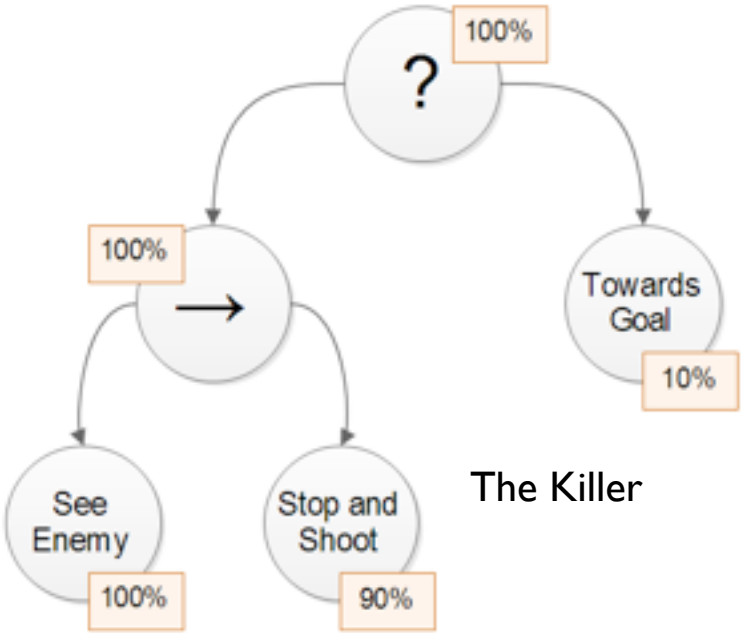

?
→
Towards Goal
See Enemy
?
Move Away
Stop and Shoot


100

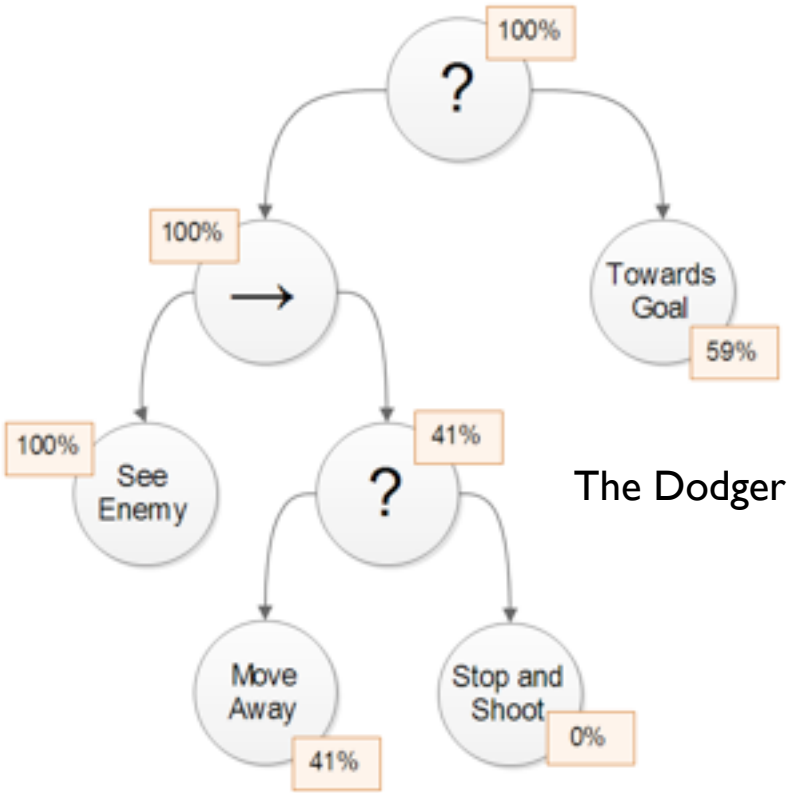
Metrics

- Time
- Bullet used
- Average health
- Enemies killed
- Tree information

	Killer	Dodger
Time	152	19.57
Bullet used	50	0
Average Health	67.3	100
Enemies Killed	16	0



The Killer



The Dodger

Behaviour Trees

- Effective
- Easy to use
- Art friendly
- Powerful
- Adaptive