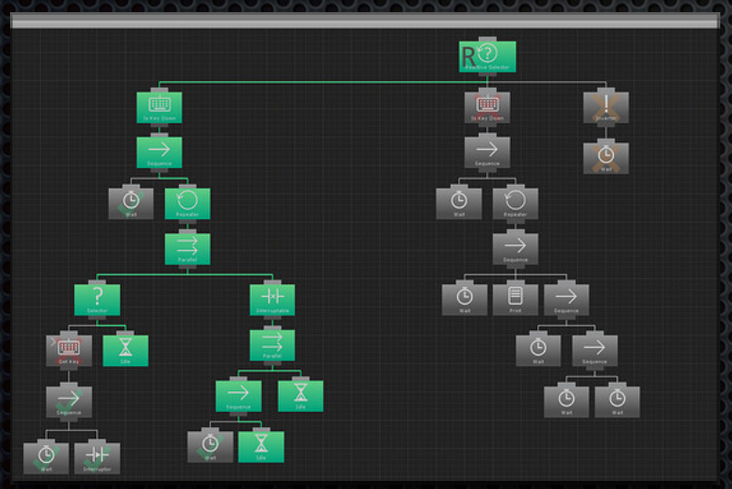
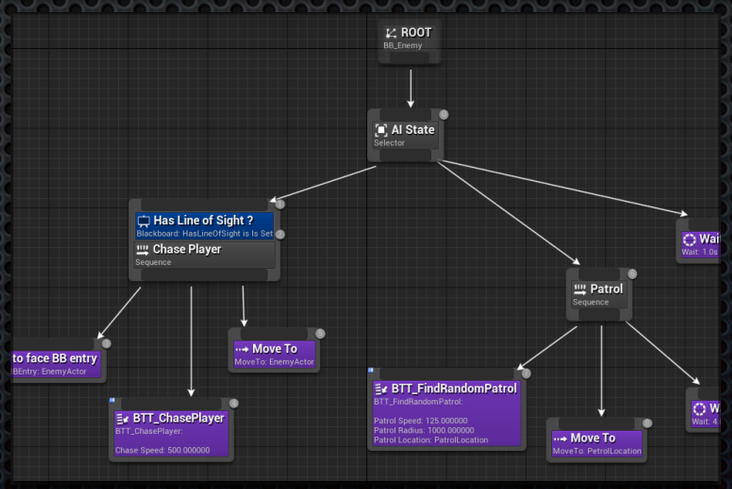
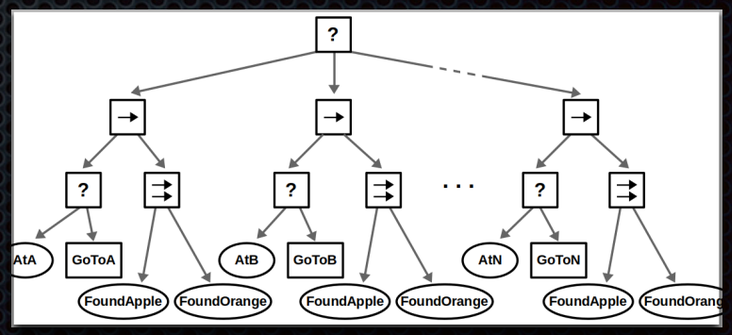
Behavior Trees

David Hackbarth







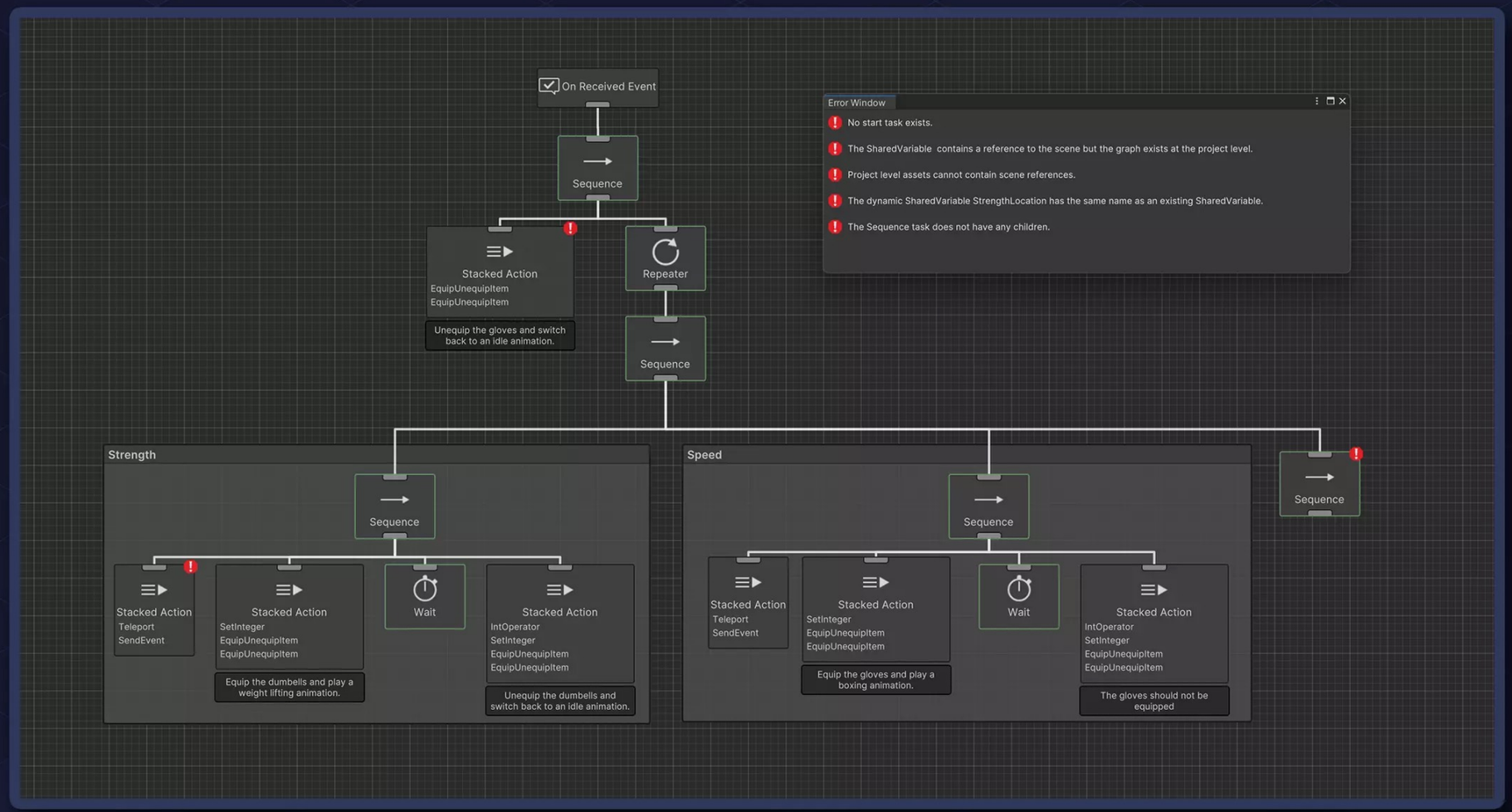
Behavior Tree

- behavior depending on conditions
- consists of nodes (tasks)
  - actions
  - conditions
  - composites
  - decorators
- every node returns success, running or fail

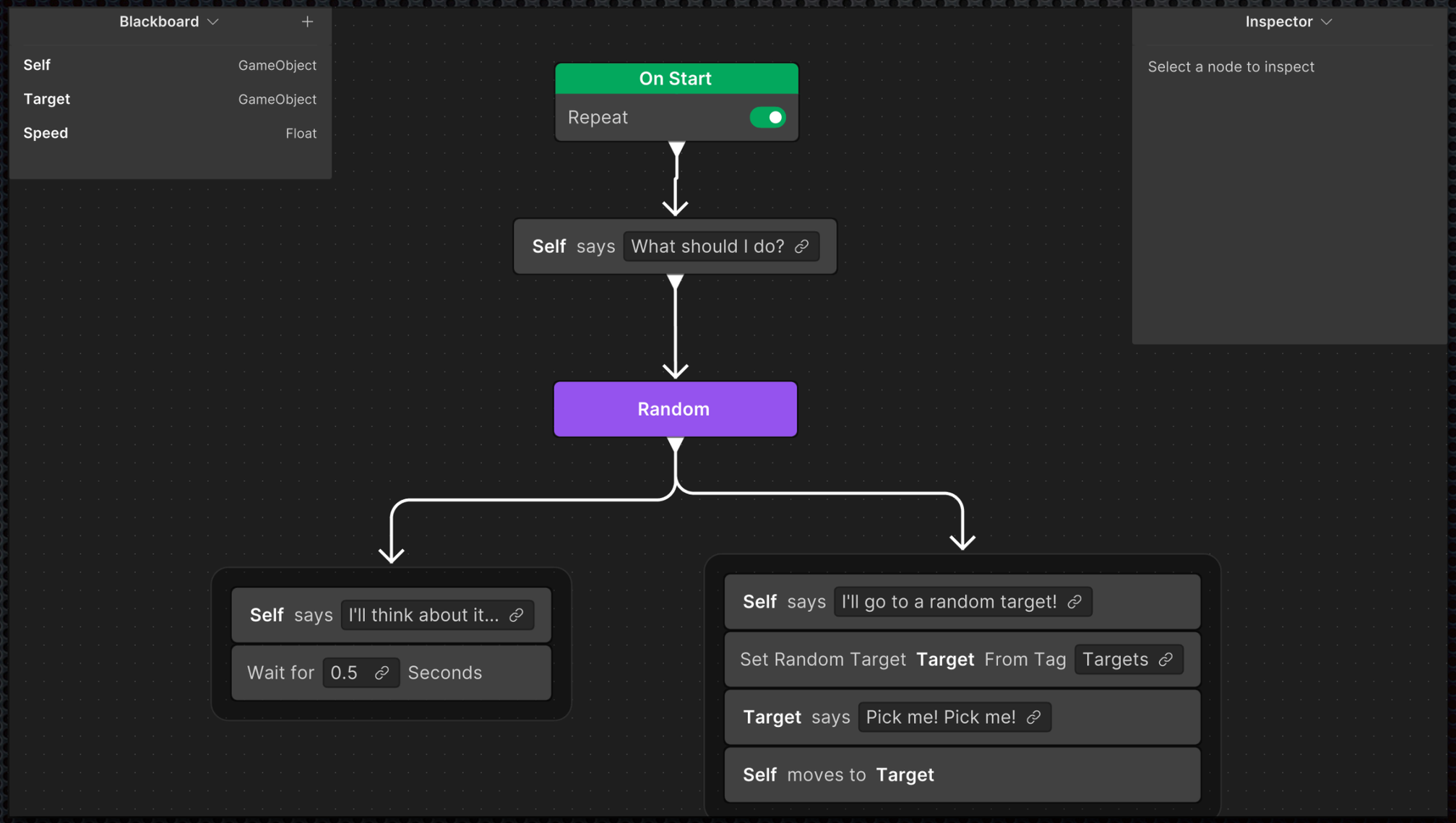
Behavior Tree

Realtime Error Detection

Realtime error detection will allow you to find problems even before you hit the play button



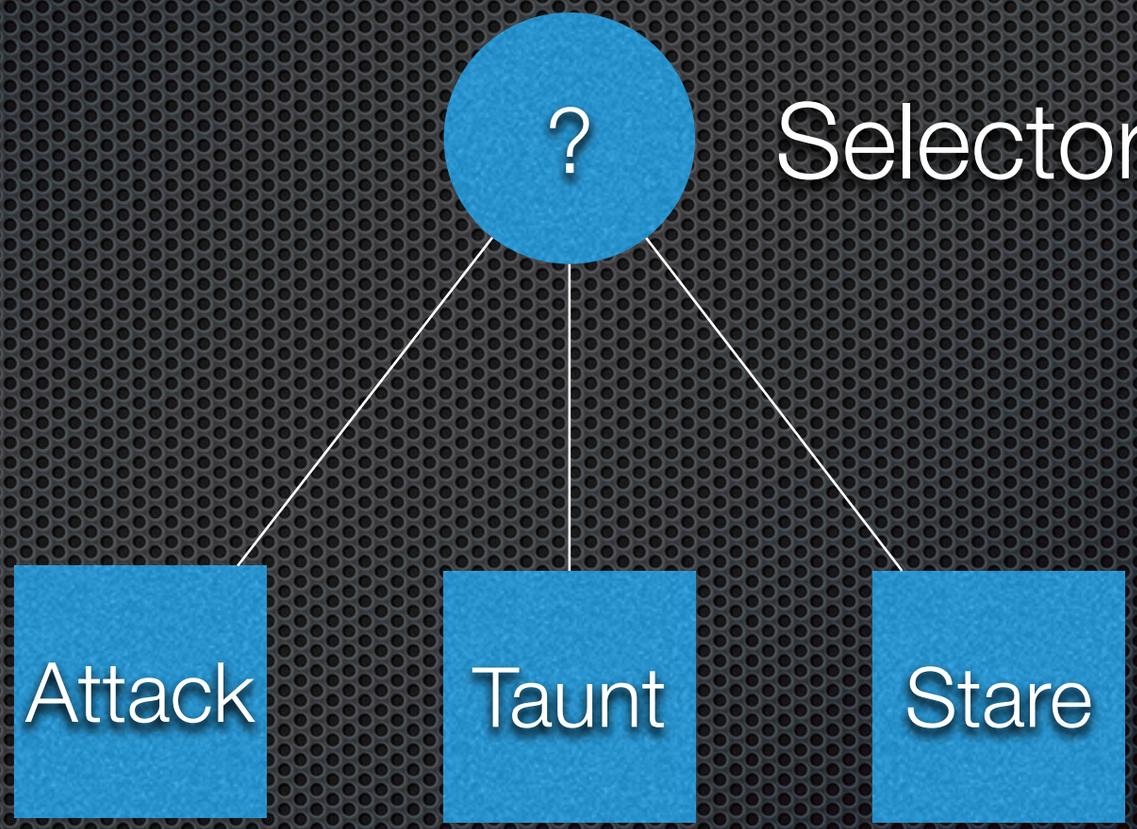
Behavior Tree



Behavior Tree

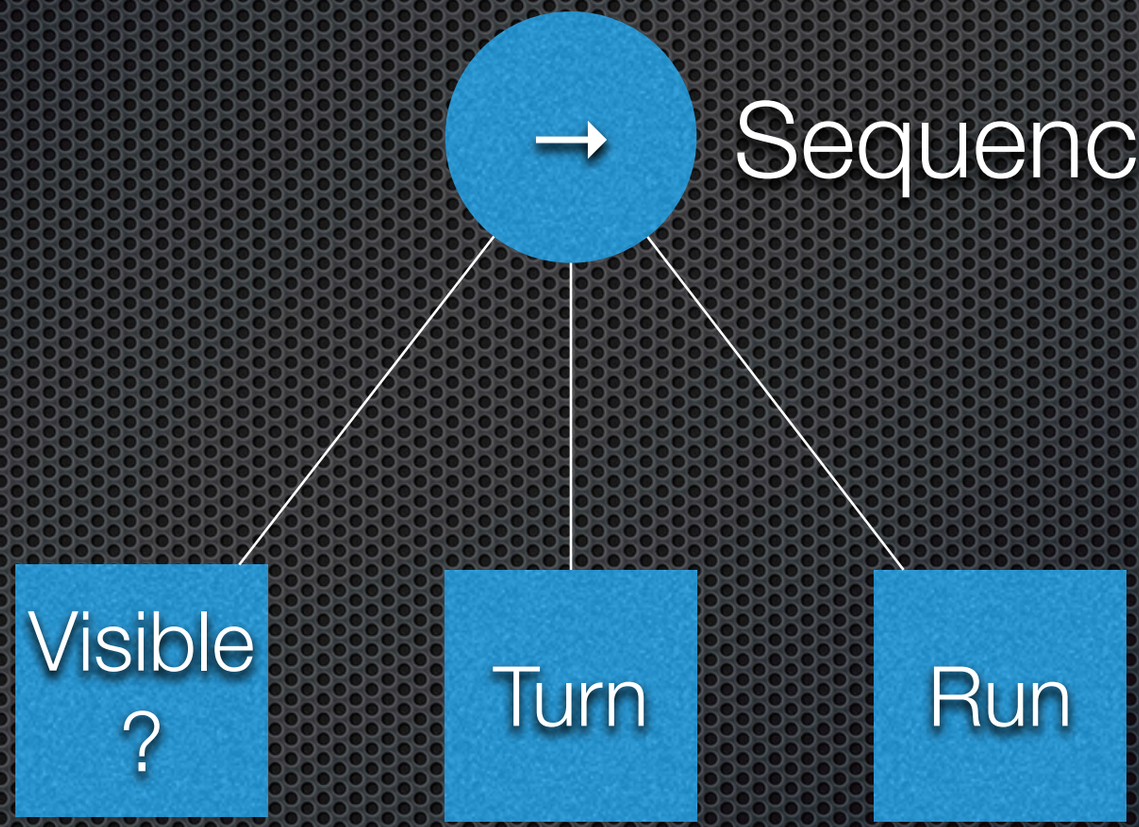


Behavior Tree



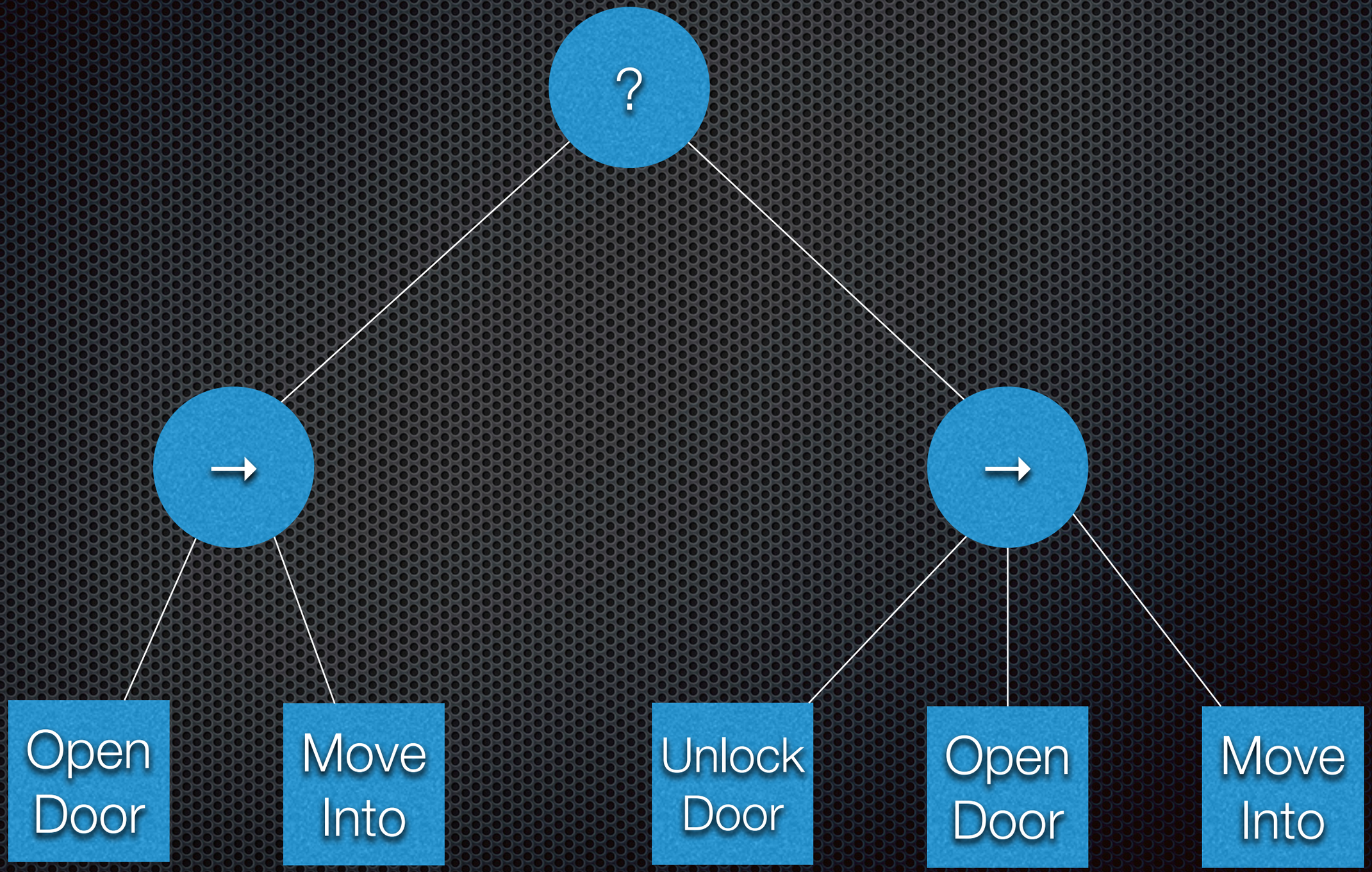
selector is successful if the first child is successful

Behavior Tree

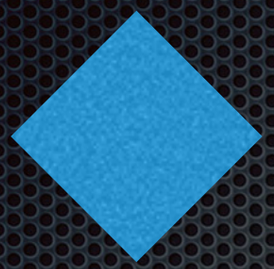


sequence is failing if one child is failing

Behavior Tree



Behavior Tree



Repeater



Loop



Parallel



Inverter



Frameworks

- https://www.behaviortree.dev (C++)
- https://github.com/EugenyN/BehaviorTrees (C#)
- https://docs.unity3d.com/Packages/com.unity.behavior@1.0/manual/index.html
- https://dev.epicgames.com/documentation/en-us/unreal-engine/behavior-trees-in-unreal-engine

