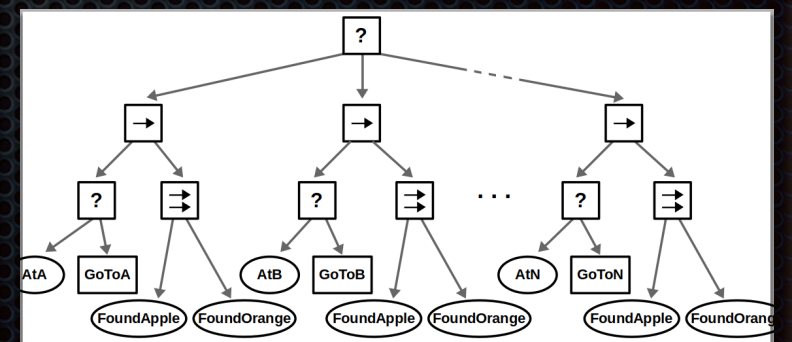
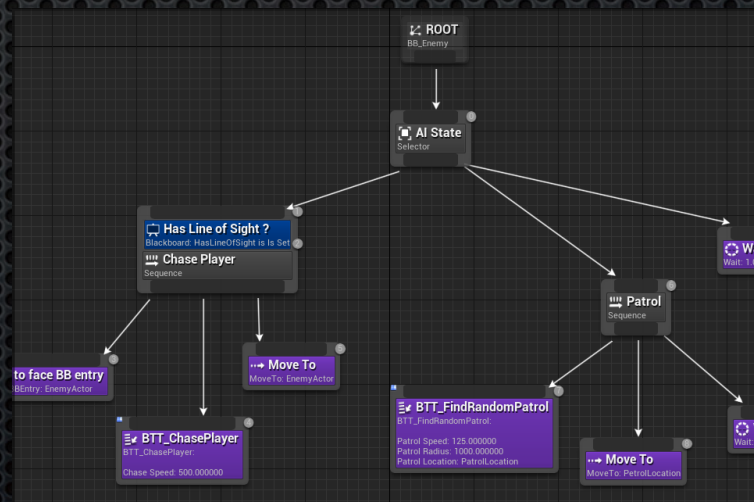
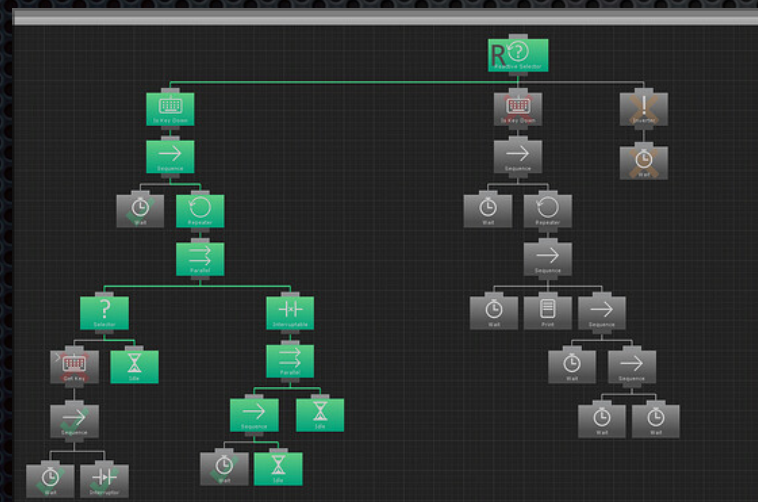


Behavior Trees

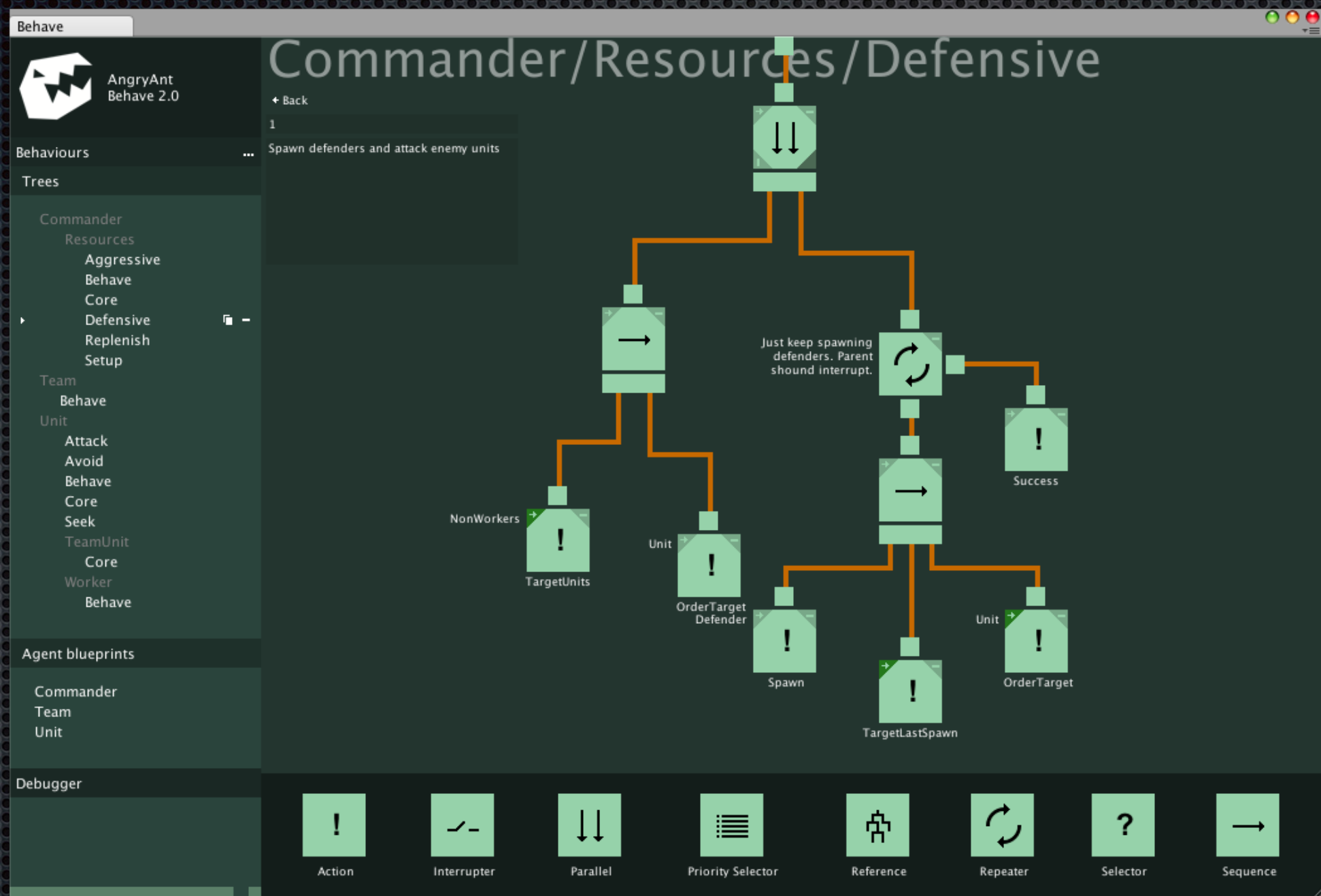
David Hackbarth



Behavior Tree

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

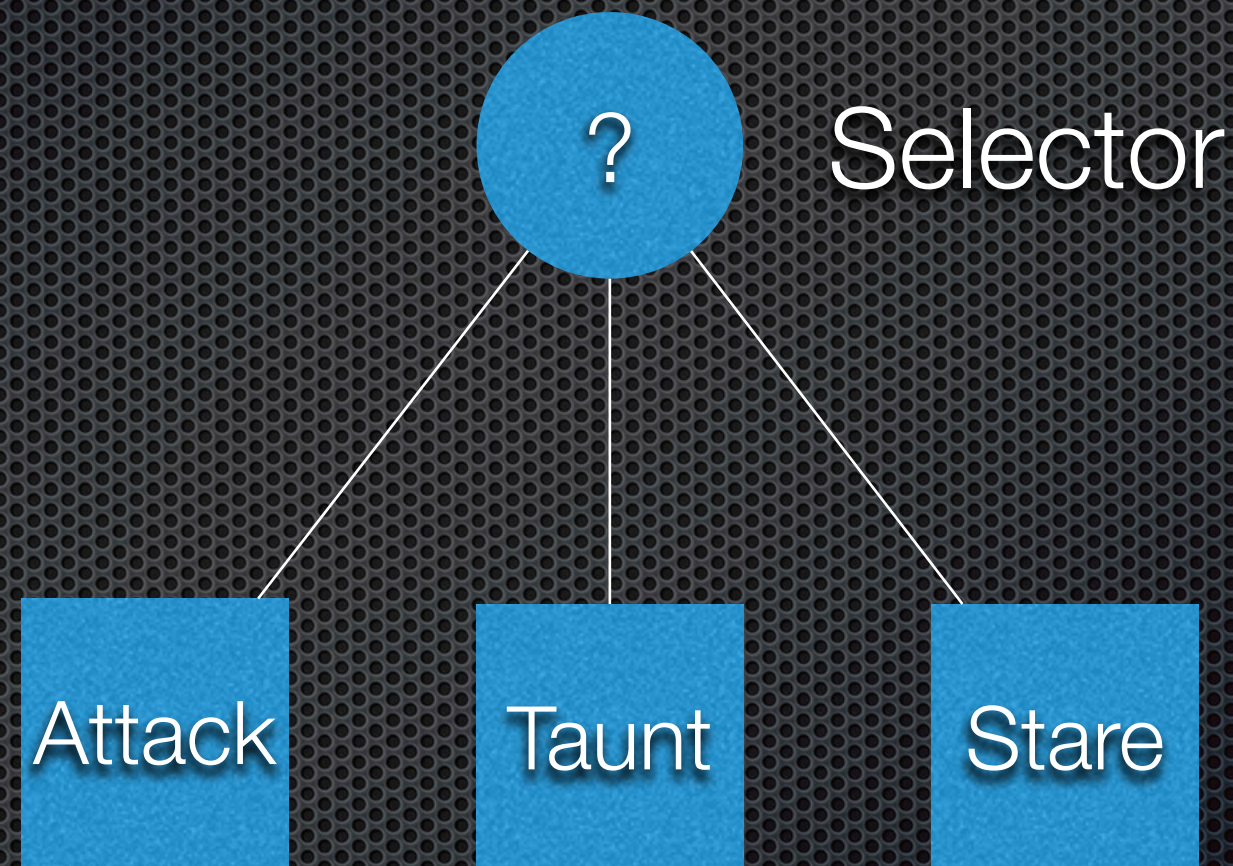
Behavior Tree



Behavior Tree

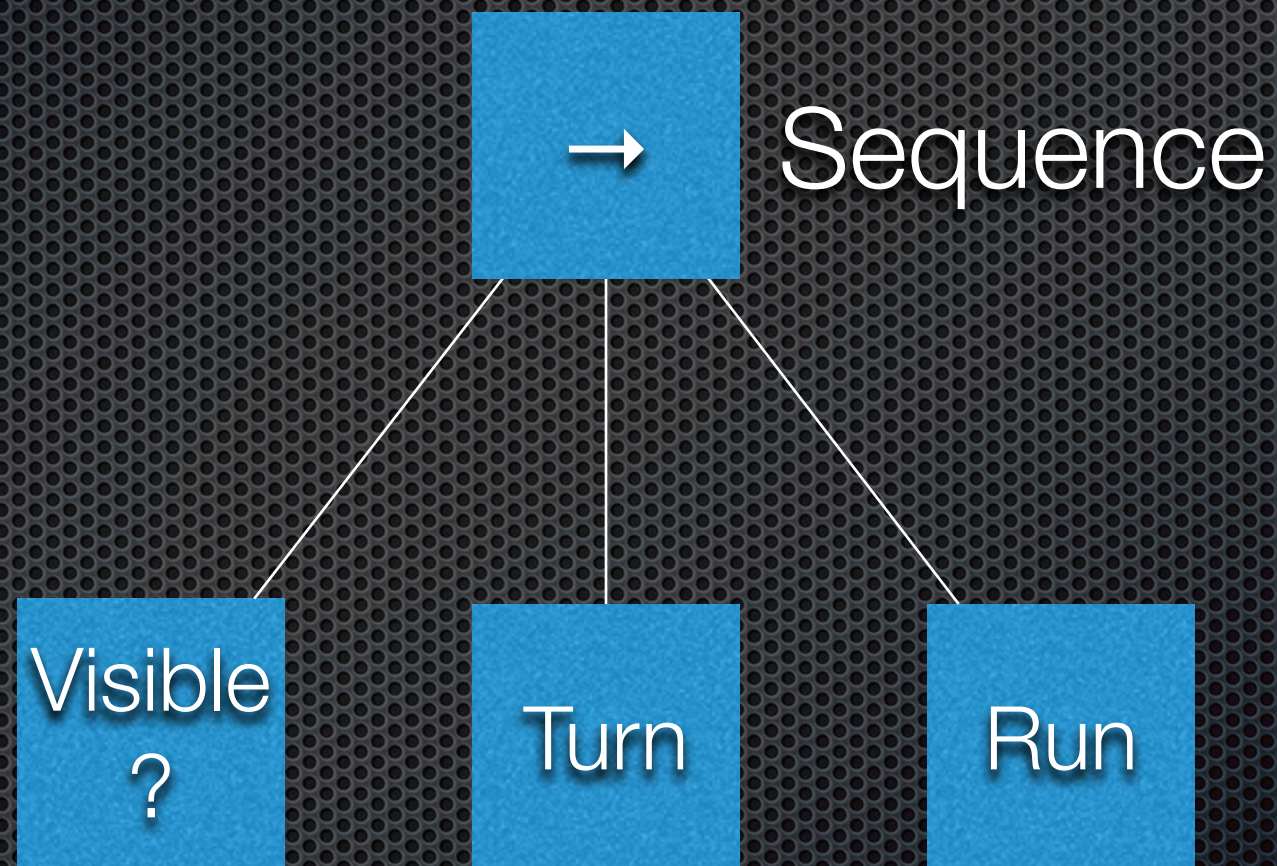


Behavior Tree



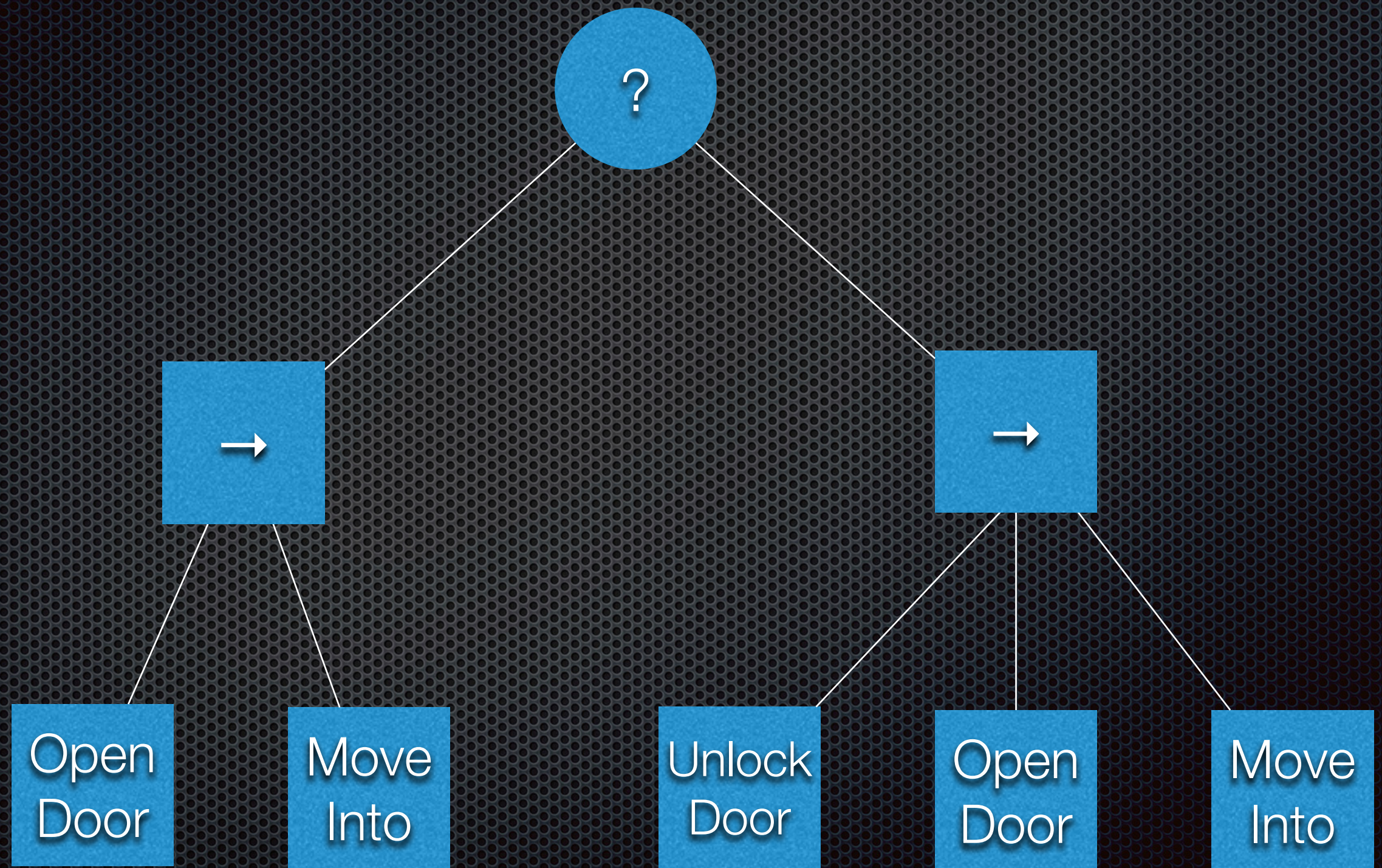
selector is successful if the first child is successful

Behavior Tree

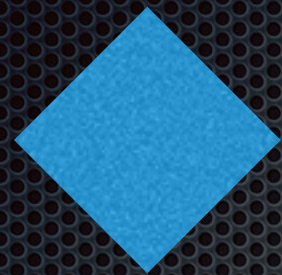


sequence is failing if one child is failing

Behavior Tree



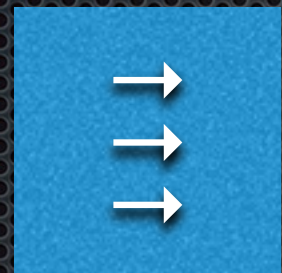
Behavior Tree



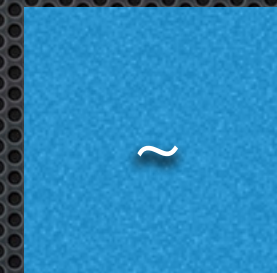
Repeater



Loop



Parallel



Inverter



Succeder

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>

