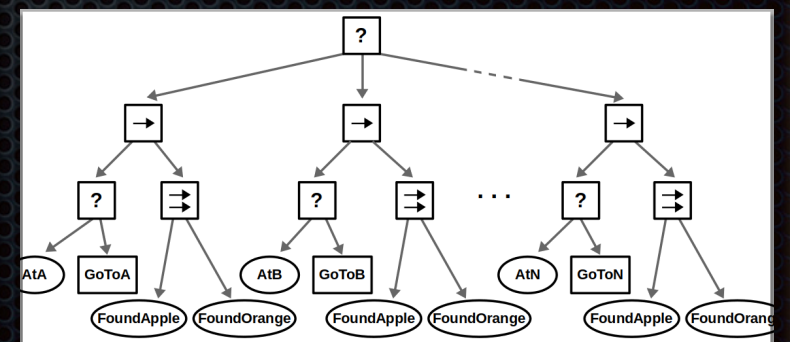
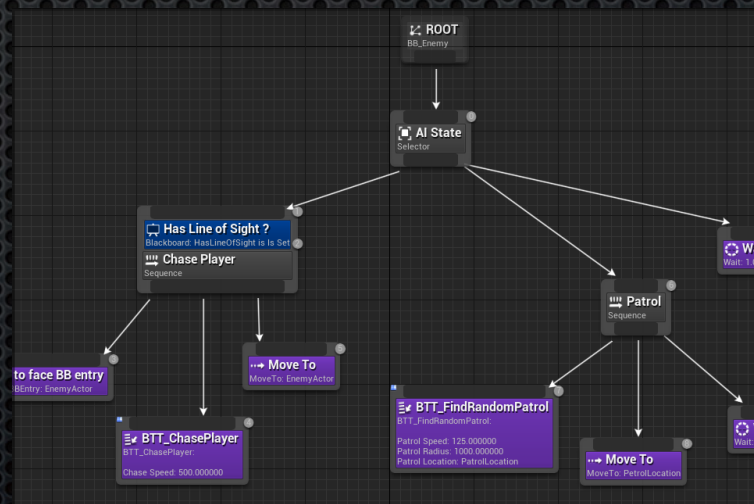
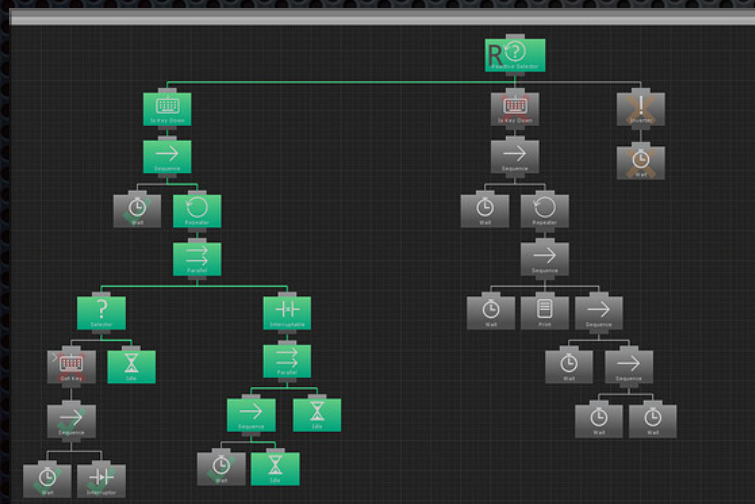


Behavior Trees

David Hackbarth



Sources

<http://gitea.lyrebird-studio.com:3000/david/gpd-925>

Behavior Tree

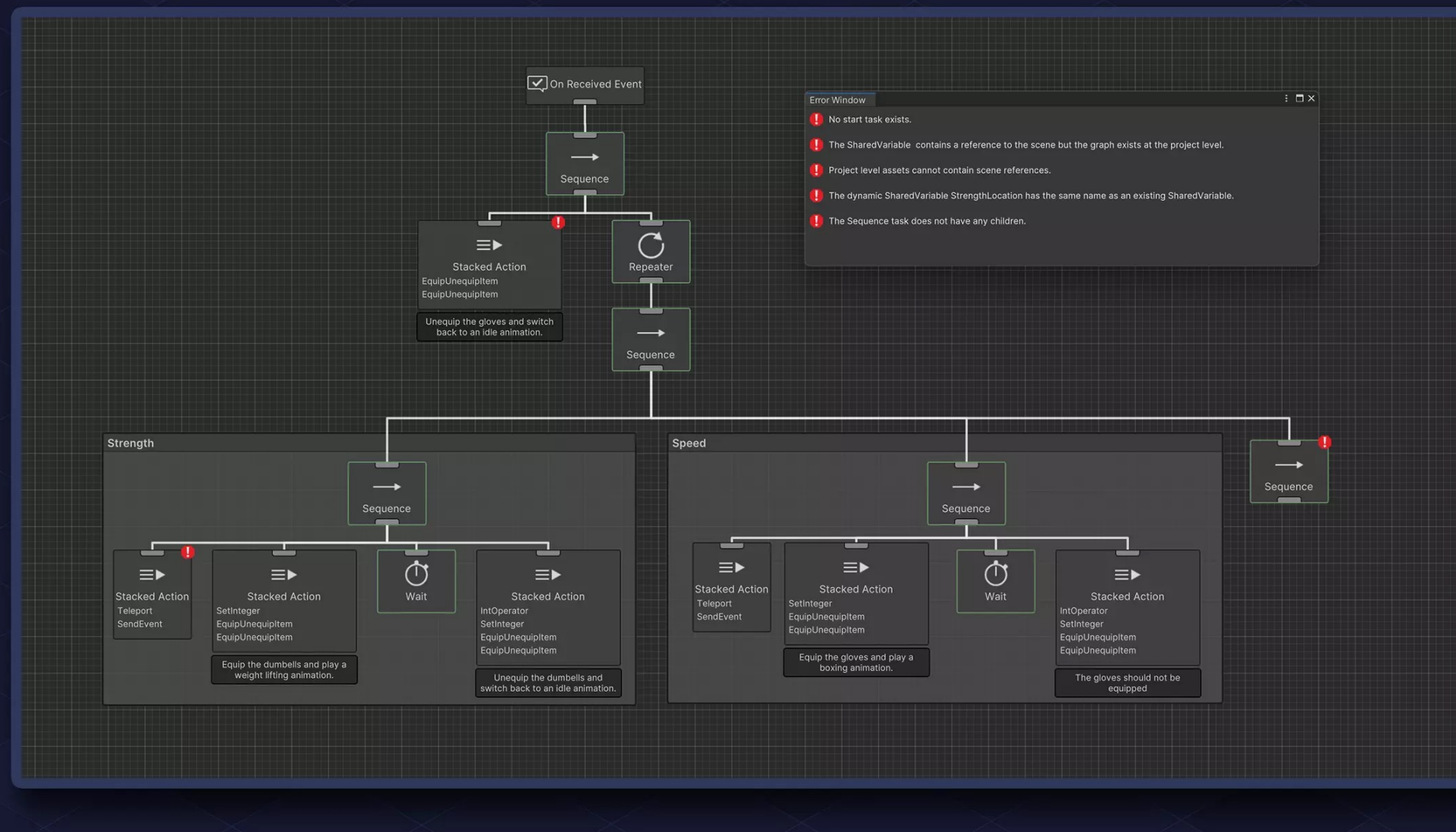
- behavior depending on conditions
- consists of nodes (tasks)
 - actions
 - conditions
 - composites
 - decorators
- every node returns success, running or fail

Behavior Tree

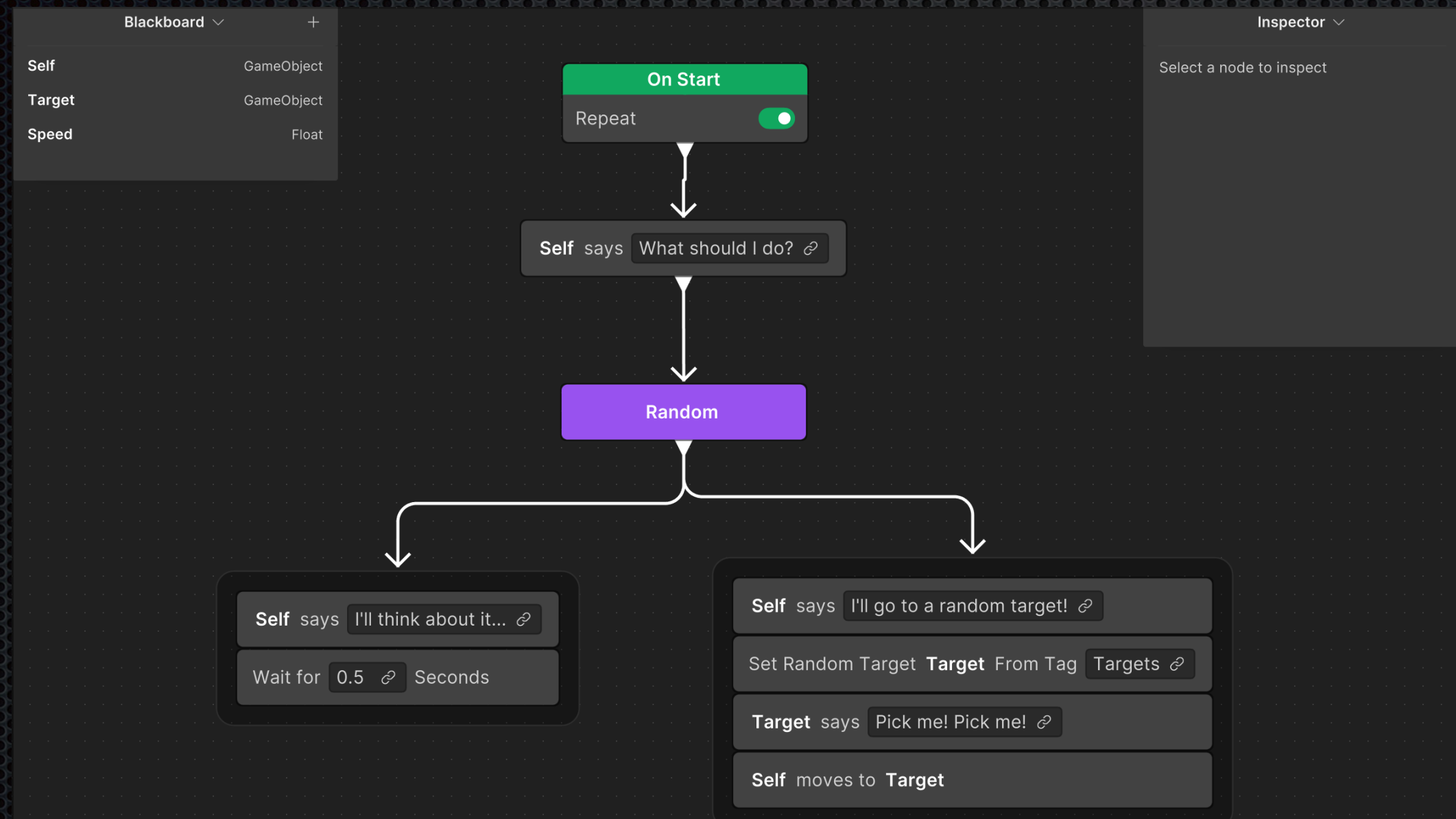


Realtime Error Detection

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



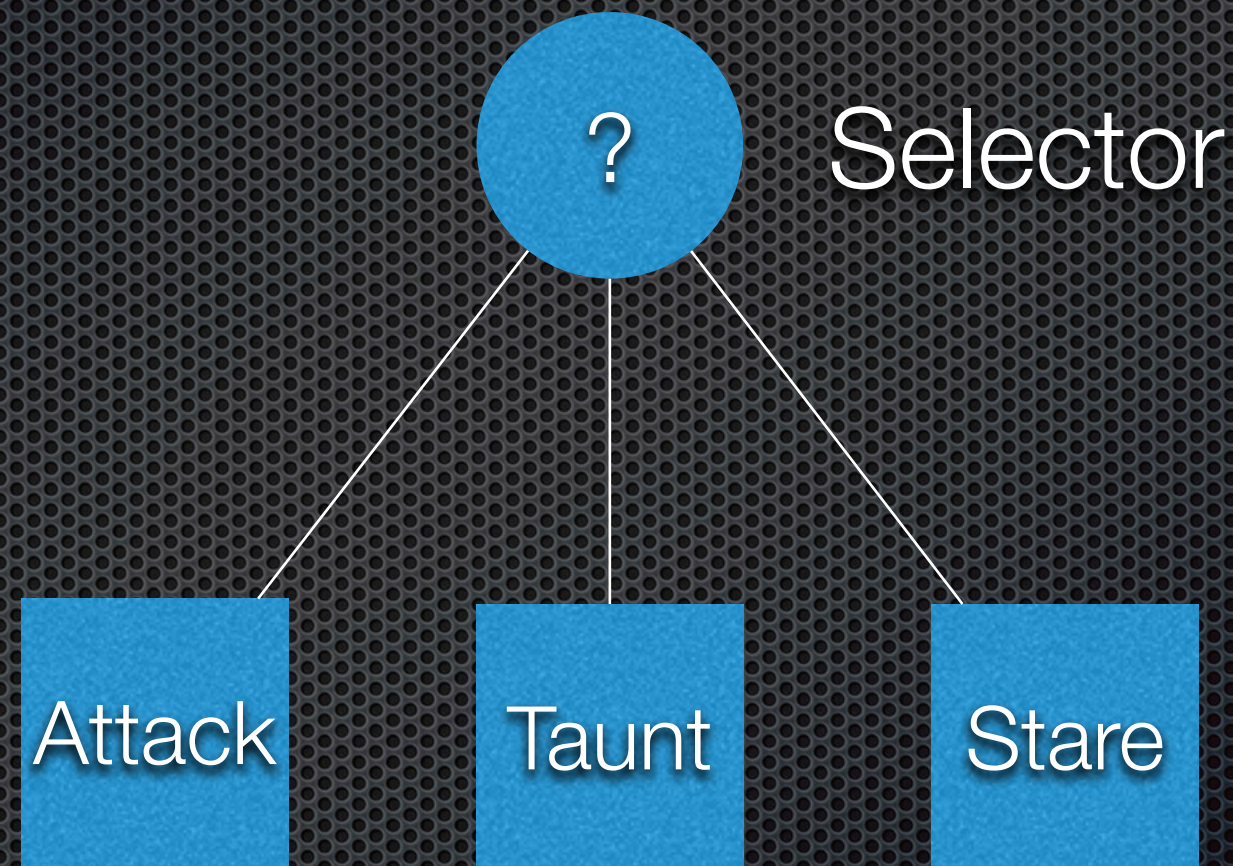
Behavior Tree



Behavior Tree

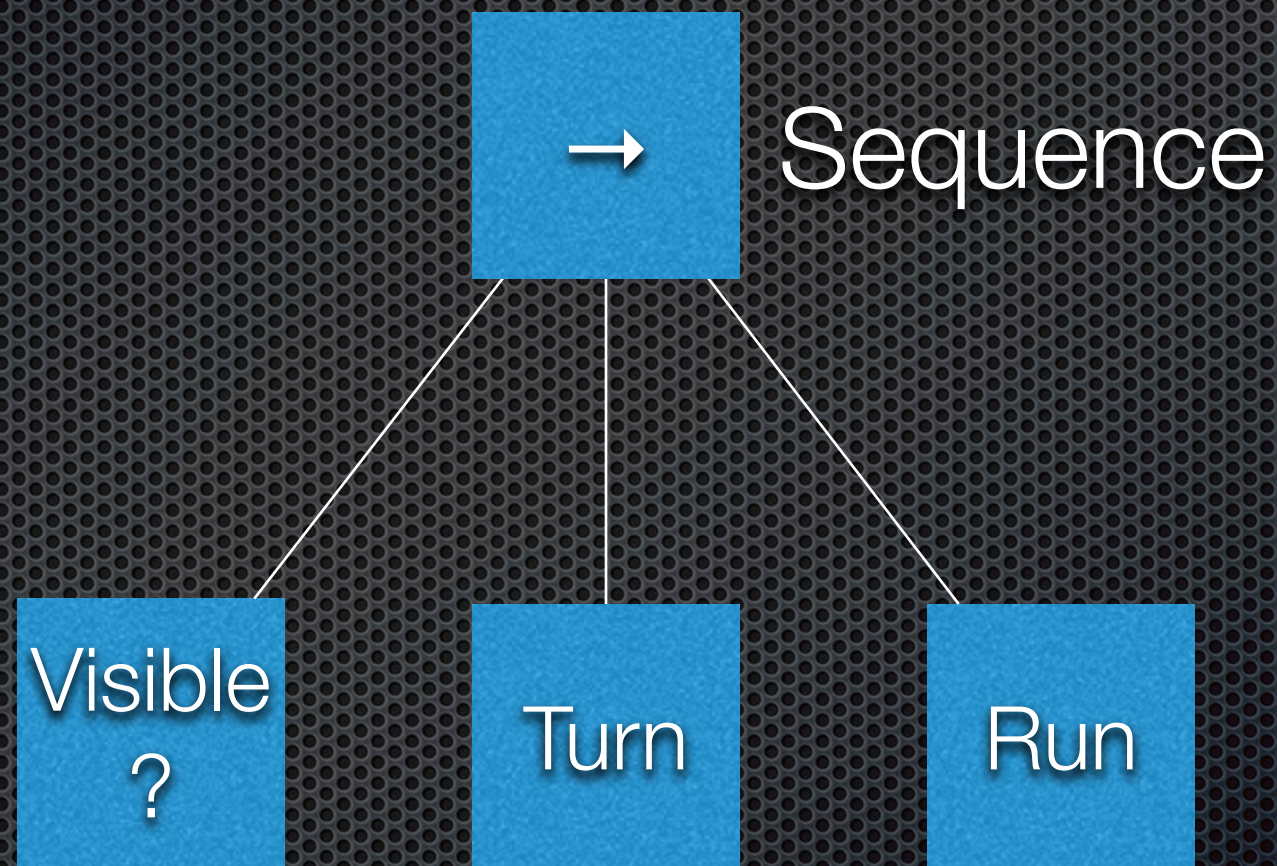


Behavior Tree



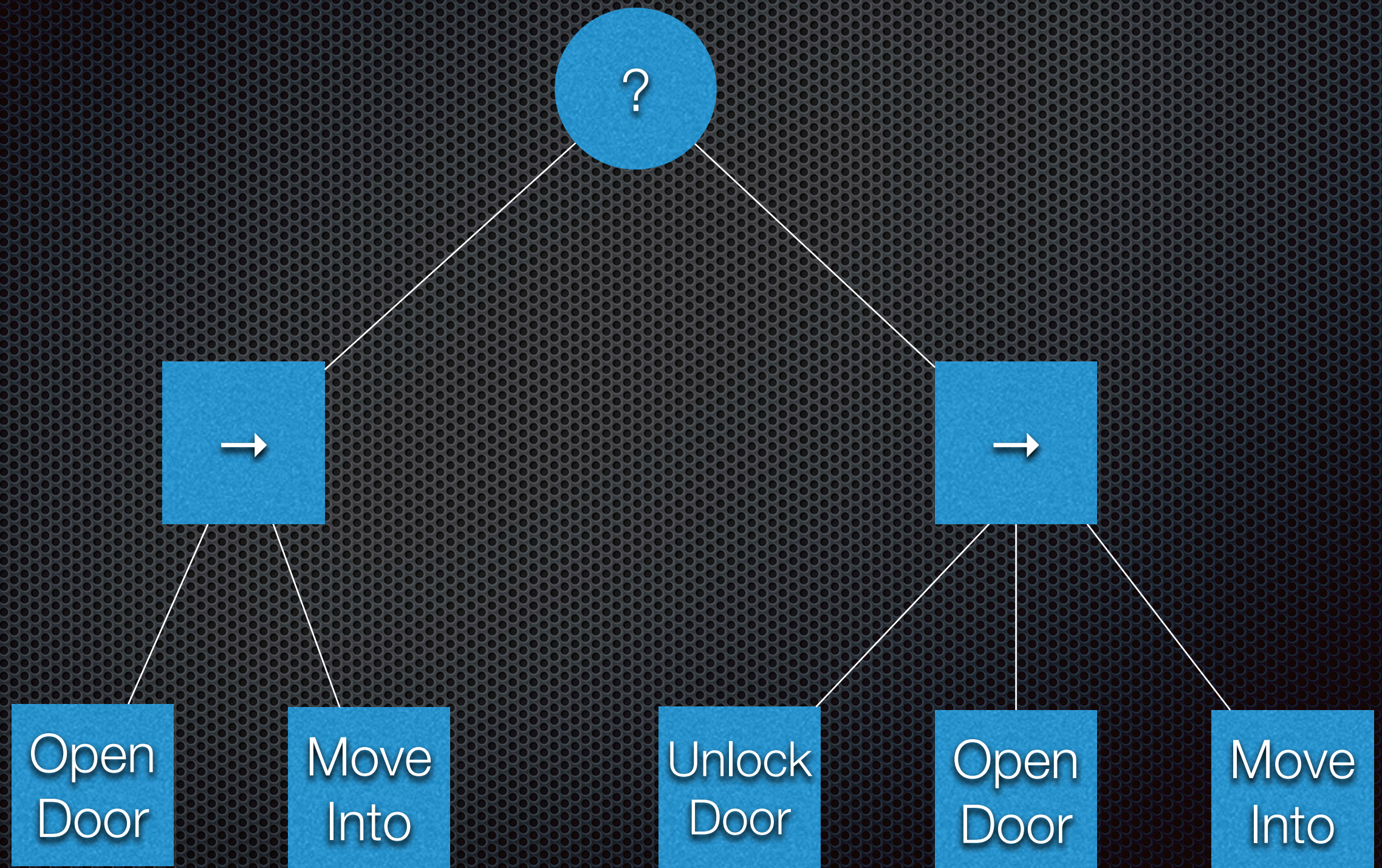
selector is successful if the first child is successful

Behavior Tree

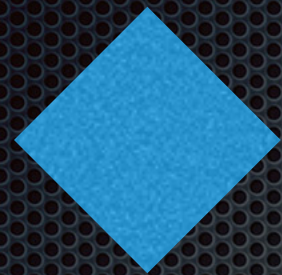


sequence is failing if one child is failing

Behavior Tree



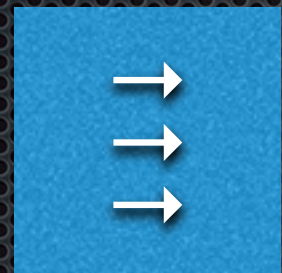
Behavior Tree



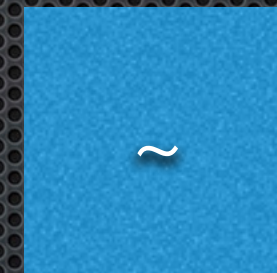
Repeater



Loop



Parallel



Inverter



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>

