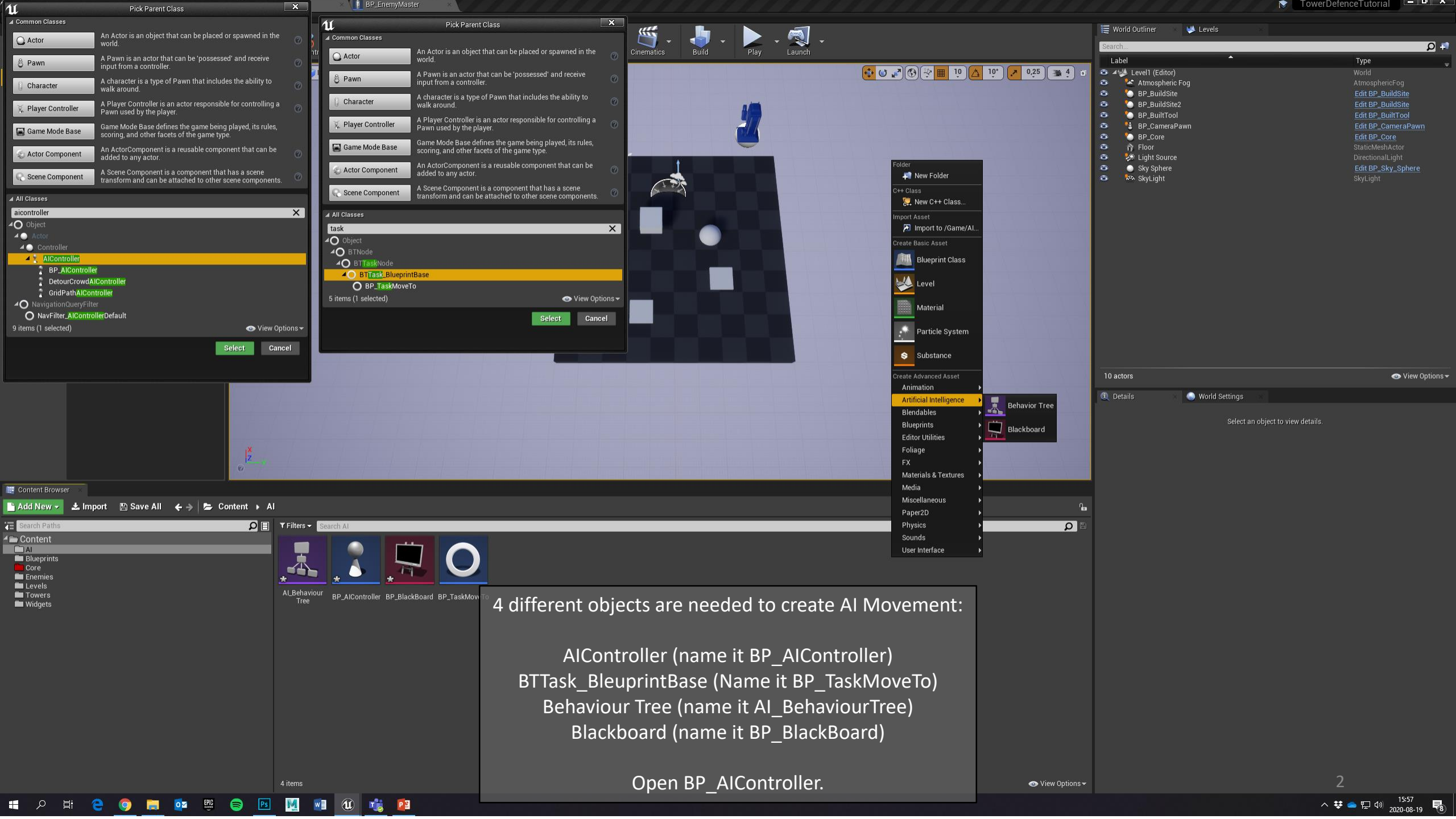


Tower Defence

Enemy Behaviour

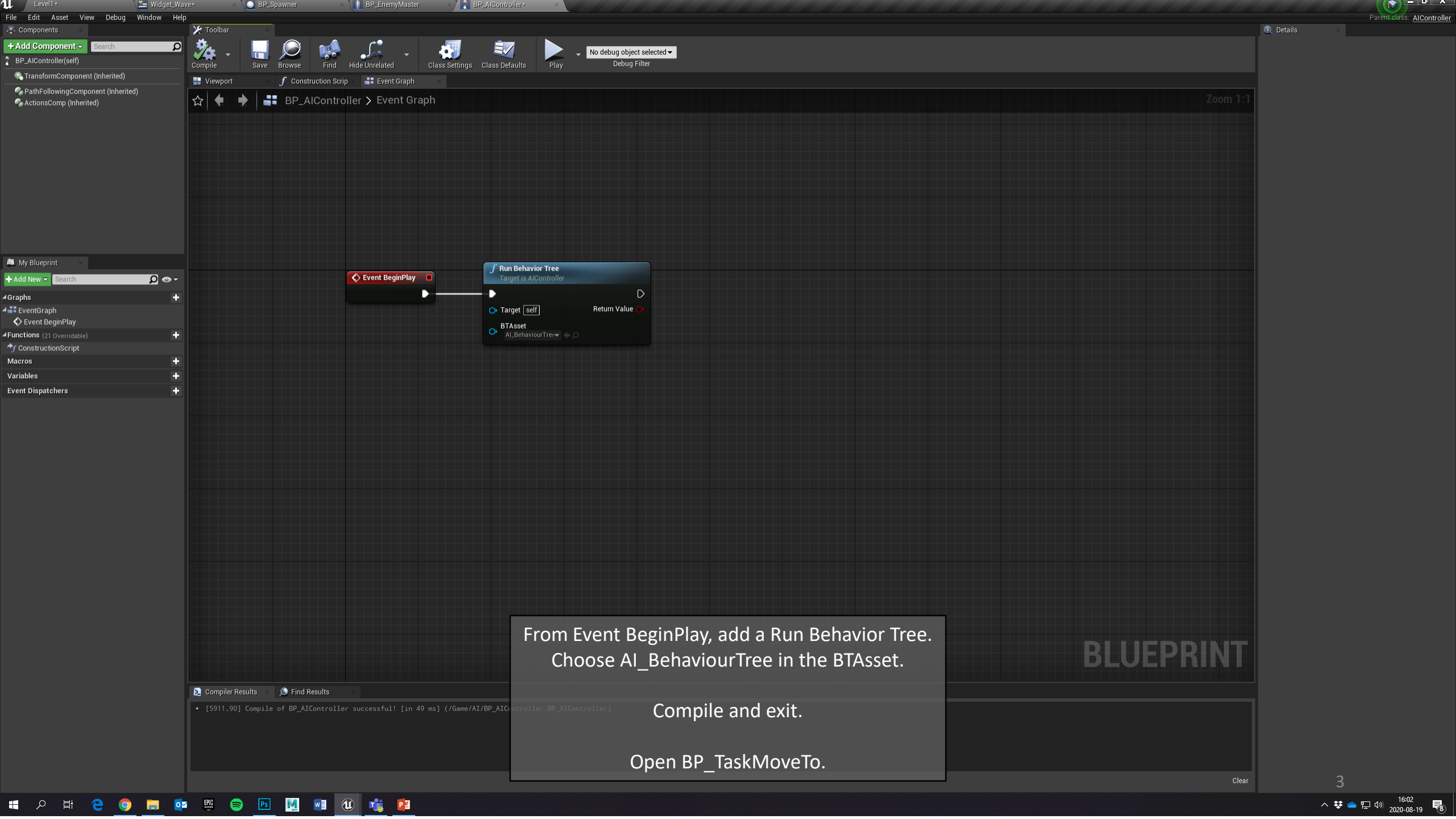
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4 different objects are needed to create AI Movement:

- AIController (name it BP_AIController)
- BTTask_BleuprintBase (Name it BP_TaskMoveTo)
- Behaviour Tree (name it AI_BehaviourTree)
- Blackboard (name it BP_BlackBoard)

Open BP_AIController.



+ Add Component

BP_AIController(self)

- TransformComponent (Inherited)
- PathFollowingComponent (Inherited)
- ActionsComp (Inherited)

My Blueprint

+ Add New

- Graphs
 - EventGraph
 - Event BeginPlay
- Functions (21 Overridable)
 - ConstructionScript
- Macros
- Variables
- Event Dispatchers

Toolbar: Compile, Save, Browse, Find, Hide Unrelated, Class Settings, Class Defaults, Play, No debug object selected, Debug Filter

Viewport: Construction Scrip, Event Graph

BP_AIController > Event Graph

Zoom 1:1

Event BeginPlay

Run Behavior Tree
Target is AIController

- Target: self
- BTAsset: AI_BehaviourTree
- Return Value

Details

Parent class: AIController

From Event BeginPlay, add a Run Behavior Tree.
Choose AI_BehaviourTree in the BTAsset.

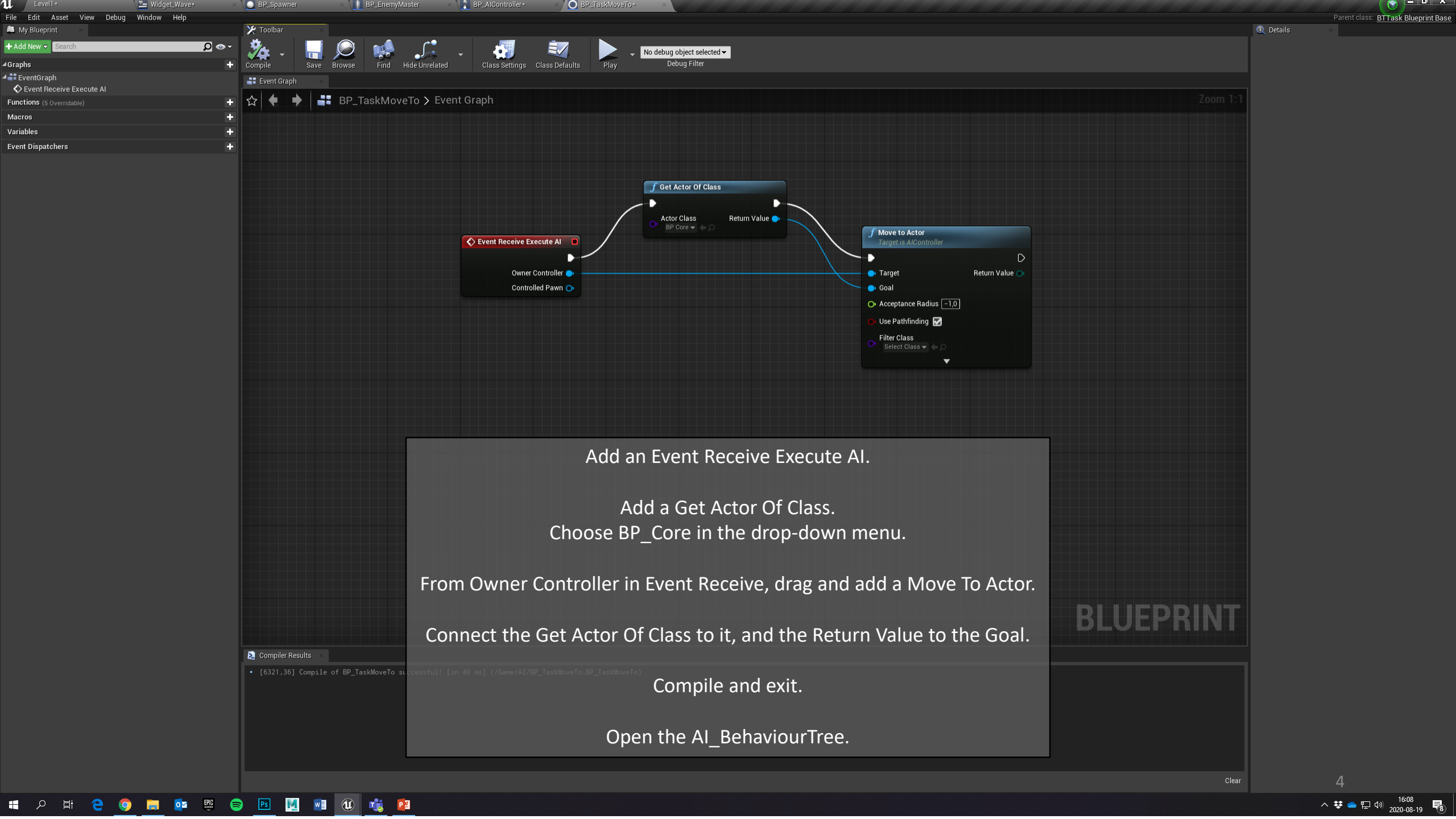
Compile and exit.

Open BP_TaskMoveTo.

Compiler Results

- [5911,90] Compile of BP_AIController successful! [in 49 ms] (/Game/AI/BP_AIController.BP_AIController)

Clear



Add an Event Receive Execute AI.

Add a Get Actor Of Class.
Choose BP_Core in the drop-down menu.

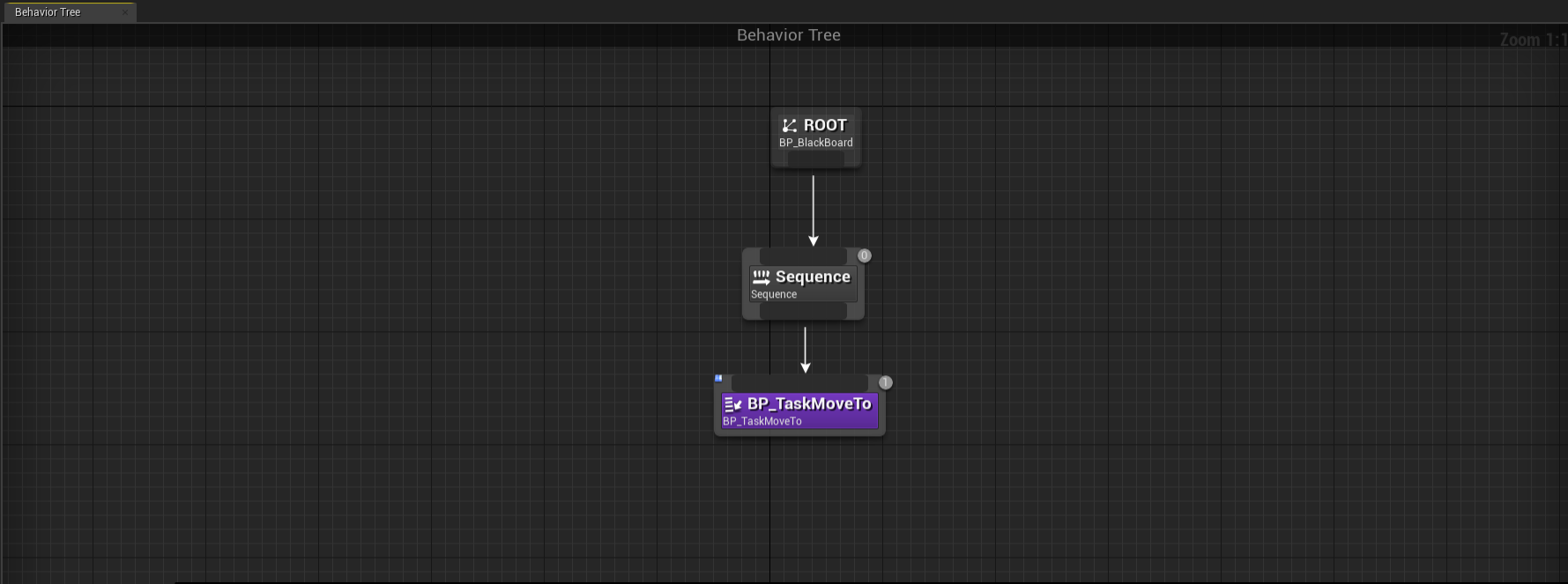
From Owner Controller in Event Receive, drag and add a Move To Actor.

Connect the Get Actor Of Class to it, and the Return Value to the Goal.

Compile and exit.

Open the AI_BehaviourTree.

BLUEPRINT



Details

Search Details

AI

Behavior Tree

Blackboard Asset

BP_BlackBoard

Blackboard

Control

Keys

SelfActor

A Behaviour Tree needs a Blackboard, the one created should automatically be selected, otherwise choose it in the Blackboard Asset menu.

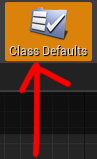
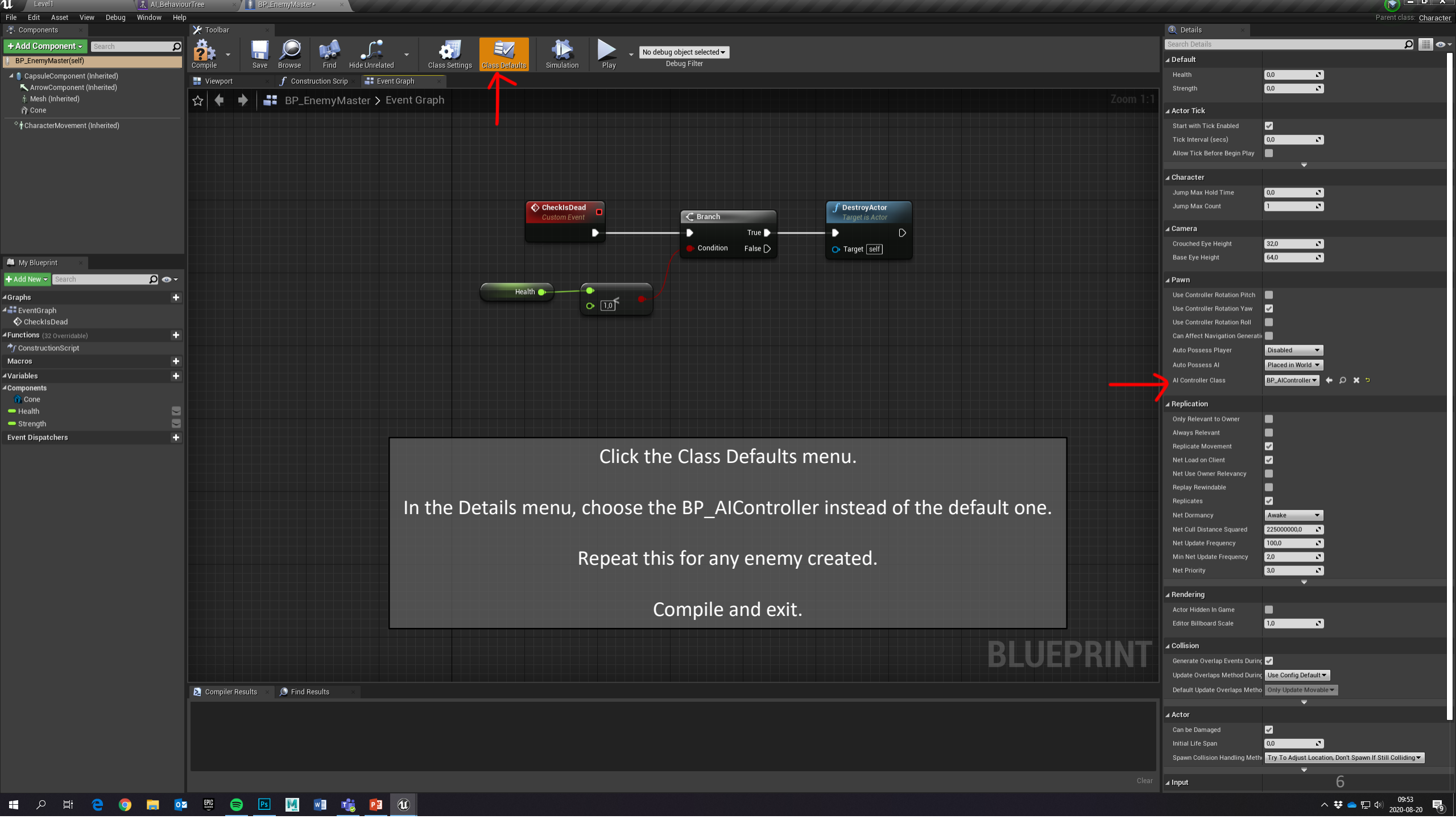
From the root, drag and add a Sequence.

From the Sequence, drag and add a task, choose BP_TaskMoveTo.

This will enable the behaviour stated in that Blueprint, to move towards the Core.

Save, and open the BP_EnemyMaster.

BEHAVIOR TREE



Click the Class Defaults menu.

In the Details menu, choose the BP_AIController instead of the default one.

Repeat this for any enemy created.

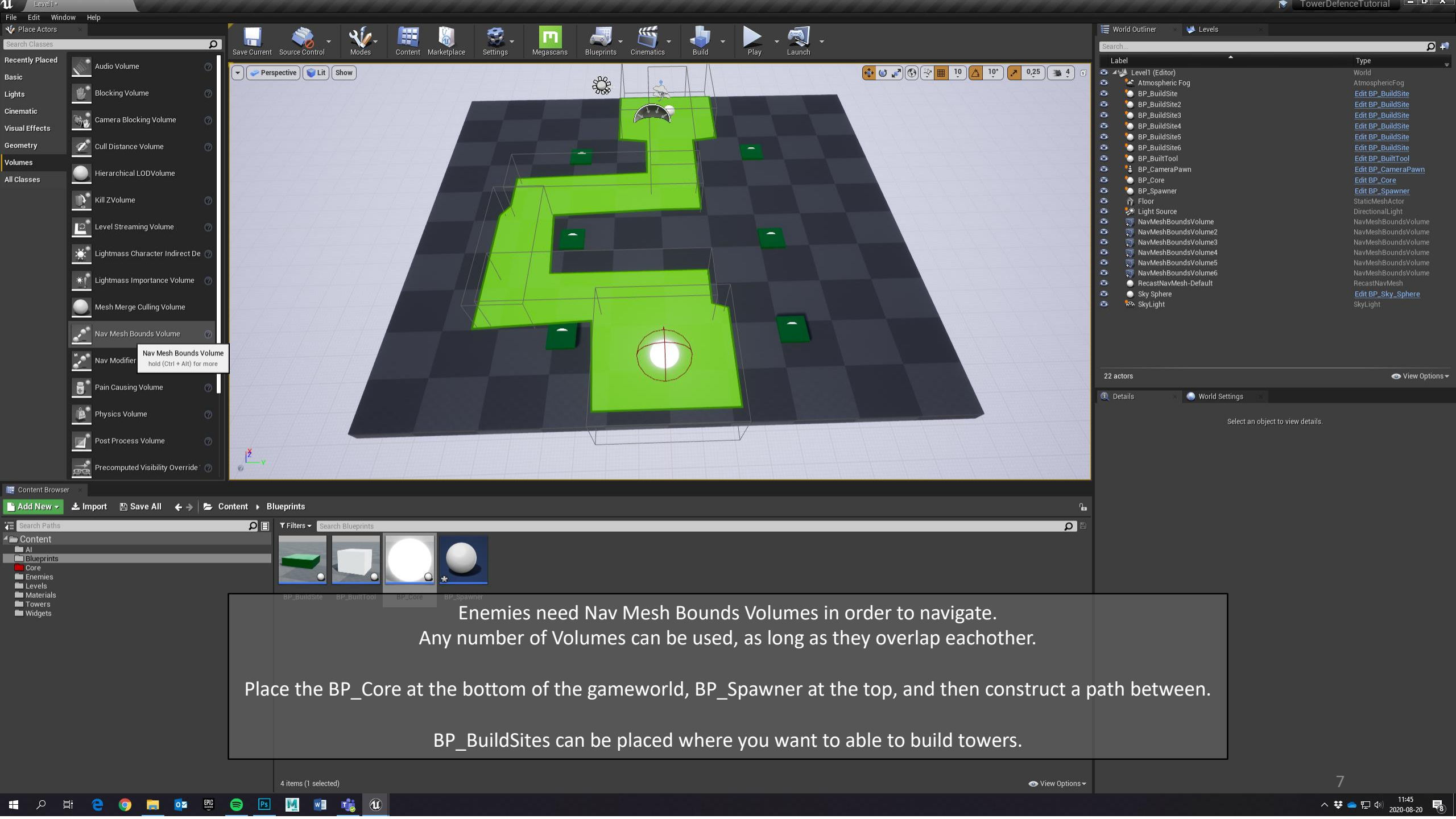
Compile and exit.

BLUEPRINT

Compiler Results

Find Results

Clear



Enemies need Nav Mesh Bounds Volumes in order to navigate.
Any number of Volumes can be used, as long as they overlap each other.

Place the BP_Core at the bottom of the gameworld, BP_Spawner at the top, and then construct a path between.

BP_BuildSites can be placed where you want to be able to build towers.