Artificial intelligence (AI) in games is developed by programmers and AI designers. Designers are experts on AI but they are not programmers. Because of that there is a need to create a tool which non-programmers can use in an easy way. The Behavior trees have proven as a very good concept for creating an AI. The concept of Behavior trees enabled the development of Revive framework which is part of this work. The Framework is developed in C# for .NET platform. Revive framework contains a graphical editor which enables creating of the Behavior trees. It has also been designed with a strong focus on ease of implementation and therefore it can be easily implemented in the games. The framework also provides an option to oversee the decision process of Behavior tree. Revive can be used by small games and demonstration of Revive usage is part of this work.