ICondition

+ ConditionID
+ Owner

+ IsEffective()
+ DamageMulti()
+ ReplaceCondition()

Confusion

+ m_maxConfusionTime
+ ConditionID
+ Owner
- m_effectAssetPrefab
- m_effect
- m_confusionTime
- m_conditionID
- m_arbor
- m_chaseParameter
- m_myCollider

+ IsEffective()
+ DamageMulti()
+ ReplaceCondition()
- Awake()
- Start()
- Update()
- OnDestroy()

Fire

+ m_maxFireTime
+ ConditionID
+ Owner
- m_fireTime
- m_conditionID
- m_animator
- m_arborFSM

+ IsEffective()
+ DamageMulti()
+ ReplaceCondition()
- Awake()
- Start()
- Update()
- OnDestroy()

NullCondition

+ NullInstance
+ ConditionID
+ Owner

+ IsEffective()
+ DamageMulti()
+ ReplaceCondition()

Paralysis

+ m_paralysisCounts
+ ConditionID
+ Owner
- m_paralysisTime
- m_paralysisInterval
- m_effectAssetPrefab
- m_paralysisEffect
- m_sePrefab
- m_conditionID
- m_animator
- m_paralysisCount

+ IsEffective()
+ DamageMulti()
+ ReplaceCondition()
- Awake()
- Start()
- OnDestroy()

Poison

+ m_poisonDamageRate
+ ConditionID
+ Owner
- m_poisonCount
- m_poisonInterval
- m_effectAssetPrefab
- m_posionEffect
- m_parent
- m_conditionID
- m_timer
- m_conditionManager

+ IsEffective()
+ DamageMulti()
+ ReplaceCondition()
+ Update()
- Awake()
- Start()
- OnDestroy()

Sleeping

+ m_damageMulti
+ ConditionID
+ Owner
- m_effectAssetPrefab
- m_sleepingEffect
- m_wakeUpTime
- m_parent
- m_conditionID
- m_animator
- m_arbor
- m_damaged

+ IsEffective()
+ DamageMulti()
+ ReplaceCondition()
- Start()
- Update()
- OnDestroy()