

RemoveBeenTargetObjectStaff
Gangster.RemoveTargetObject

```
graph LR; A[RemoveBeenTargetObjectStaff  
Gangster.RemoveTargetObject] --> B[BaseGangsterStateBehaviour.  
GetGangsterData]; A --> C[BaseGangsterStateBehaviour.  
GetRootGameObject];
```

BaseGangsterStateBehaviour.
GetGangsterData

BaseGangsterStateBehaviour.
GetRootGameObject