

AttackStaffGangster

- + OnStateAwake()
- + OnStateBegin()
- + OnStateEnd()
- + OnStateUpdate()
- + OnStateLateUpdate()
- Attack()
- Start()

DeadGangster

- + OnStateAwake()
- + OnStateBegin()
- + OnStateEnd()
- . OnCtatal Indata
- + OnStateUpdate()
- + OnStateLateUpdate()
- Start()

Find Target Staff Gang ster

- m_successLink
- m fallLink
- + OnStateAwake()
- + OnStateBegin()
- + OnStateEnd()
- + OnStateUpdate()
- + OnStateLateUpdate()
- FindStaff()
- Start()

IsDeadGangster

- m_characterCore
- m_deadLink
- + OnStateBegin()
- + OnStateUpdate()
- SetCharacterCore()
- DeadCheck()
- IsStateDead()
- IsHPDead()

RemoveBeenTargetObjectStaff Gangster

- + OnStateBegin()
- RemoveTargetObject()

SetBeenTargetObjectStaff Gangster

- + OnStateBegin()
- SetTargetObject()

SetStateGangster

- m_gangsterState
- + OnStateAwake()
- + OnStateBegin()
- + OnStateEnd()
- + OnStateUpdate()
- + OnStateLateUpdate()
- SetState()
- Start()

SetStatusCharacterCore

- m_hpValue
- m_characterCore
- + OnStateBegin()
 - SetValue()