## AnimatorStateMachine ::ActionStateBase StateMachine - m stateName + Initialize() + OnEnter() + OnExit() + OnUpdate() + OnFixedUpdate() ActionState Base + Core - m isRootMotion + Initialize() + OnEnter()

CharacterCore.ActionState \_UseStorySkill

m\_playerDist

m\_rayStartHeisghtm\_gameObject

m\_isCanserFlg

- m\_storySkillData

+ OnEnter()

+ OnUpdate()

+ OnFixedUpdate()

+ OnExit()

RayHitPosition()