IInputProvider + LookVector + MoveVector + AttackType + DoDush MonoBehaviour + OnPressedDush + OnReleasedDush + DoRolling + SelectLeftItem + SelectRightItem + Useltem 3 0 3 0 10 4 E ... **EnemyInputProvider** + IsArrive + LookVector MoveVector + Destination + AttackType + DoDush + OnPressedDush + OnReleasedDush + DoRolling + SelectLeftItem 3 0 3 0 10 4 E ... - m pathFinding - m parameterContainer - m_lookVector Awake()