

- BaseAssignEventObject
- + AnimatorTriggerName + Collided
 - m animatorTriggerName
 - m_tagList
 - m_isCollided + OnCollisionAccesesEvent()
 - + OnCollisionAccesesEvent()
 + IsAccessed()
 - # OnCollisionTriggerEvent()
 # OnCollisionTriggerExitEvent()
- # Start()
 OnTriggerEnter()
 - OnTriggerExit()