

StateBehaviour

```
classDiagram
    class StateBehaviour {
    }
    class EndAnimationCheckerState {
        - m_animator
        - m_animationName
        - m_successLink
        + OnStateAwake()
        + OnStateBegin()
        + OnStateEnd()
        + OnStateUpdate()
        + OnStateLateUpdate()
        - GetAnimator()
        - Check()
        - SetTransition()
        - Start()
    }
    StateBehaviour <|-- EndAnimationCheckerState
```

EndAnimationCheckerState

- m\_animator
- m\_animationName
- m\_successLink
- + OnStateAwake()
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