

FindTargetStaffGangster.  
FindStaff

```
graph LR; A[FindTargetStaffGangster.  
FindStaff] --> B[BaseGangsterStateBehaviour.  
GetGangsterData]; A --> C[BaseGangsterStateBehaviour.  
SetTransition];
```

BaseGangsterStateBehaviour.  
GetGangsterData

BaseGangsterStateBehaviour.  
SetTransition