

+ m playableDirector

+ GetStorySkill ID + ObserveEffect

+ MoveLookTargetSpeed

+ DisappearTime + OffsetEfffect

+ RunDist

+ WalkDist

+ StartSkillPos

+ TargetPosition

+ AttackCount - m storySkill ID

m observeEffect m_moveLookTargetSpeed

- m disapearTime - m_appearTimelineAsset

m disappearTimelineAsset m offsetEffect

m walkDist - m pathFinding

m runDist

- m_startSkillPos

 m_targetPosition m attackCount

+ MinusStayStorySkillTime()

+ StorySkillAppear()

+ StorySkillDisappear()

+ PathfindingStop()

+ SwitchPathfinding()