```
AnimatorStateMachine
::ActionStateBase

+ StateMachine
- m_stateName

+ Initialize()
+ OnEnter()
+ OnExit()
+ OnUpdate()
+ OnFixedUpdate()

ActionState_Base
```

CharacterCore.ActionState
_ReadyToThrow

m isRootMotion

+ Core

+ Initialize()+ OnEnter()

m_playerMoveSpeed m_arrivalTime m_cancelFlg

- m_mainCamera - m lunchObj

+ OnEnter()

m drawArc

m_mousePosObj m_aimCameraController

+ OnUpdate()+ OnFixedUpdate()+ OnExit()

- MovePlayer()

RotatePlayer()CalculateThrowPower()HitRay()

- SwitchCamera()