## MonoBehaviour PathFinding **IInputProvider** + DesiredVelocity + LookVector + RemainingDistance + MoveVector + Destination + AttackType + IsArrived + DoDush + OnPressedDush - m\_agent - m\_myTransform + OnReleasedDush + Stop() + DoRolling + SetDestination() + SelectLeftItem - Awake() + SelectRightItem - Start() + Useltem - Update() 3 0 3 0 4 B **11** 4 E F 6 ... - UpdateAsync() -m\_pathFinding EnemyInputProvider + IsArrive + LookVector + MoveVector + Destination + AttackType + DoDush + OnPressedDush

AgentMoveBase

+ OnReleasedDush + DoRolling

+ SelectLeftItem 3 0 3 0 4 B **11** 4 E F 6 ...

- m\_parameterContainer

- m\_lookVector

- Awake()

-m\_input

## Arbor.StateMachine.State Behaviours.KeepDistance

- m\_target
- m\_stoppingDistance
- m\_maxKeepTime
- m\_keepTime
- m\_rotDegAng
- m moveRight
- m dist
- + OnStateAwake()
- + OnStateBegin()
- + OnStateFixedUpdate()

# OnIntervalUpdate()