UML Class Diagram

```
FlexibleField< ChaseParameters >
```

```
FlexibleChaseParameters

+ FlexibleChaseParameters()
+ FlexibleChaseParameters()
+ FlexibleChaseParameters()
+ FlexibleChaseParameters()
+ operator ChaseParameters()
+ operator FlexibleChaseParameters()
```

```
AgentMoveBase
```

```
VisualFieldJudgment

+ SearchTarget()
+ ChaseTarget()
+ SearchTargetNearSpawn()
```

-m_chaseParameters   -m_judgement

```
Arbor.BehaviourTree.Actions.
AgentChaseToTransform

-  m_targetTransform
-  m_stoppingDistance
-  m_maxSearchInterval
-  m_outIsWatch
-  m_myCollider
-  m_targetPos
-  m_chaseTime
-  m_isWatch
-  m_searchInterval
#  OnAwake()
#  OnStart()
#  OnFixedUpdate()
#  OnIntervalUpdate()
-  WatchTarget()
-  LostSightTarget()
```