## StateBehaviour

BaseStaffStateBehaviour

- # m flexibleStaffDataVariable
- # GetStaffData()
- # SetTransition()
- # GetRootGameObject()



## CheckStateStaff

- m\_linkList
- m\_failLink
- + OnStateAwake()
- + OnStateBegin()
- + OnStateEnd()+ OnStateUpdate()
- + OnStateLateUpdate()
- Transition()
- Start()