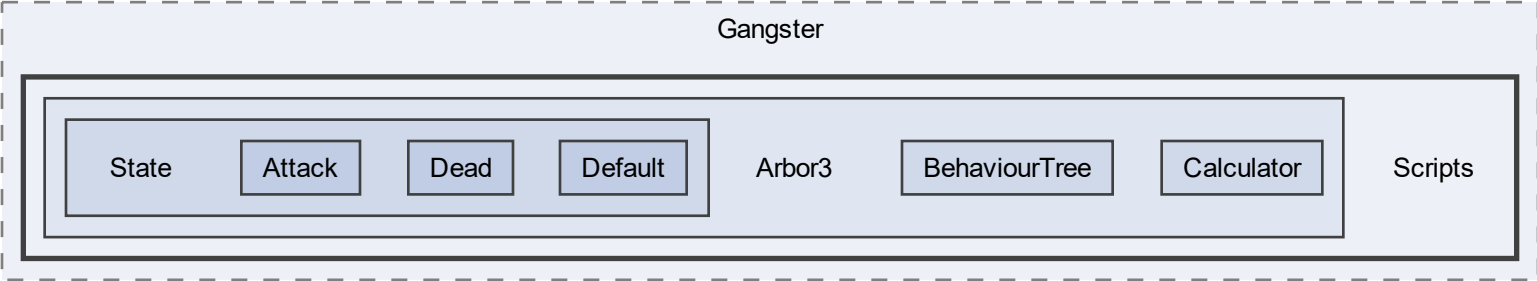


Gangster



```
classDiagram
    class Gangster {
        State
        Attack
        Dead
        Default
        Arbor3
        BehaviourTree
        Calculator
        Scripts
    }
```

The diagram illustrates the structure of the Gangster class. It is represented as a large rectangle with a dashed border. Inside, there is a solid-bordered rectangle containing the class's components. These components are organized into two nested boxes on the left and several individual elements on the right. The first nested box contains State, Attack, Dead, and Default. The second nested box contains Arbor3, BehaviourTree, and Calculator. Scripts is positioned to the right of the second nested box. All nested boxes and individual elements have a light blue fill and a solid black border.

State

Attack

Dead

Default

Arbor3

BehaviourTree

Calculator

Scripts