

Gangster

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

The diagram illustrates the Gangster class structure. It is a light blue rectangle with a dashed border. Inside, there is a solid black border containing several elements. On the left, a light blue box contains the labels State, Attack, Dead, and Default. To the right of this box are the labels Arbor3, BehaviourTree, and Calculator, each enclosed in a light blue box. On the far right is the label Scripts.

State

Attack

Dead

Default

Arbor3

BehaviourTree

Calculator

Scripts