

StateBehaviour

```
classDiagram
    class StateBehaviour
    class WaitAnimation["Arbor.StateMachine.StateBehaviours.WaitAnimation"]
    WaitAnimation --|> StateBehaviour
```

Arbor.StateMachine.State
Behaviours.WaitAnimation

- m_animator
- m_layerName
- m_stateName
- _NextState

- + OnStateBegin()
- + OnStateUpdate()
- CheckTransition()