ChaseParameters

+ SearchCharacterDist
+ SearchDishDist
+ NoticeDist
+ ViewAngle
+ MaxChaseTime
+ ChaseDistFromTarget
+ DistAwayFromSpawnPos
- m_searchCharacterDist
- m_searchDishDist
- m_noticeDist
- m_viewAngle
- m_maxChaseTime
- m_chaseDistFromTarget
- m_distAwayFromSpawnPos

ICondition

+ ConditionID
+ Owner
+ IsEffective()
+ DamageMulti()
+ ReplaceCondition()

MonoBehaviour

-m_chaseParameter

Confusion

+ m_maxConfusionTime
+ ConditionID
+ Owner
- m_effectAssetPrefab
- m_effect
- m_confusionTime
- m_conditionID
- m_arbor
- m_myCollider
+ IsEffective()
+ DamageMulti()
+ ReplaceCondition()
- Awake()
- Start()
- Update()
- OnDestroy()