## StateBehaviour

## BaseGangsterStateBehaviour

- # m\_flexibleGangsterDataVariable
- # GetGangsterData()
- # SetTransition()
- # GetRootGameObject()



## FindTargetStaffGangster

- m\_successLink
  - m\_fallLink
- + OnStateAwake()
- + OnStateBegin()
- + OnStateEnd()
- + OnStateUpdate()
- + OnStateLateUpdate()
- FindStaff()
- Start()