```
IDamageable
    + GroupNo
    + Damaged()
    + IsAttackable()
      444441
     CharacterCore
+ m animator
+ PlayerParameters
+ EnemyParameters
+ PlayerSkillsParameters
+ GroupNo
+ DoFriendlyFire
+ CharaCtrl
+ InputType
+ MoveType
+ HitStopRemainingTime
+ Status
- m_groupNo
- m doFriendlyFire
- m charaCtrl
- m_inputProvider

    m inputType

    m moveType

    m_renderer

- m material
m_seq

    m_walkSpeed

 3 0 3 0 4 B 13 4 E ...
- PROPERTY COLOR
+ EnemyResetPos()
+ Move()
+ SetMoveVec()
```

+ SetRotateToTarget()

Awake()Start()Damaged()HitStop()HitFadeBlink()