

## Gangster

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

The diagram illustrates the structure of the Gangster class. 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 four smaller light blue boxes labeled State, Attack, Dead, and Default. To the right of this box are three light blue boxes labeled Arbor3, BehaviourTree, and Calculator. On the far right is the Scripts label.

State

Attack

Dead

Default

Arbor3

BehaviourTree

Calculator

Scripts