

IsDeadGangster.OnStateUpdate

```
graph LR; A[IsDeadGangster.OnStateUpdate] --> B[IsDeadGangster.DeadCheck]; B --> C[IsDeadGangster.IsHPDead]; style A fill:#fff,stroke:#333; style B fill:#fff,stroke:#333; style C fill:#ccc,stroke:#333;
```

IsDeadGangster.DeadCheck

IsDeadGangster.IsHPDead