MonoBehaviour PathFinding + DesiredVelocity + RemainingDistance + Destination + IsArrived - m_agent - m_myTransform + Stop() + SetDestination() - Awake() - Start() Update() - UpdateAsync() -m_pathFinding PlayerSkillsParameters + m_playableDirector + GetStorySkill_ID + ObserveEffect + MoveLookTargetSpeed + DisappearTime + OffsetEfffect + RunDist + WalkDist + StartSkillPos + TargetPosition + AttackCount - m_storySkill_ID - m_observeEffect - m_moveLookTargetSpeed - m_disapearTime - m_appearTimelineAsset - m_disappearTimelineAsset - m offsetEffect - m runDist - m walkDist - m startSkillPos - m_targetPosition - m attackCount + MinusStayStorySkillTime() + StorySkillAppear()

+ StorySkillDisappear()+ SwitchPathfinding()+ PathfindingStop()