

- m\_shotInterval

- m\_shotCount

- NextState

- \_ReturnState

- \_Disappearstate - m\_targetPos - m\_targetVec

- m\_shotTime - m\_myAnimator + OnStateAwake()

+ OnStateEnd() + OnStateUpdate()

+ OnStateBegin()

+ OnStateFixedUpdate() + OnStateLateUpdate() Start()

RotateToTargetEnemy()