AnimatorStateMachine ::ActionStateBase StateMachine m_stateName + Initialize() + OnEnter() + OnExit() + OnUpdate() + OnFixedUpdate() ActionState Base + Core m isRootMotion + Initialize() + OnEnter()

CharacterCore.ActionState IdleAndMove

m isRun m_moveSound

m speedStick

+ OnEnter()

+ OnExit()

+ OnUpdate()

+ OnFixedUpdate() + CheckStorySkill()

 PlayerUpdate() SearchGatheringItem()

CheckPlayerDistance()

UpdateStamina() UpdateBP()