

## AttackStaffGangster

- + OnStateAwake()
- + OnStateBegin()
- + OnStateEnd()
- + OnStateUpdate()
- + OnStateLateUpdate()
- Attack()
- Start()

# DeadGangster

- + OnStateAwake()
- + OnStateBegin()
- + OnStateEnd()
- + OnStateUpdate()
- + OnStateLateUpdate()
- Start()

# FindTargetStaffGangster

- m successLink
- m fallLink
- + OnStateAwake()
- + OnStateBegin()
- + OnStateEnd()
- + OnStateUpdate()
- + OnStateLateUpdate()
- FindStaff()
- Start()

## IsDeadGangster

- m characterCore
- m deadLink
- + OnStateAwake()
- + OnStateBegin()
- + OnStateEnd()
- + OnStateUpdate()
- + OnStateLateUpdate()
- SetCharacterCore()
- IsDead()
- Start()

## SetStaffStateGangster

- m staffState
- + OnStateAwake()
- + OnStateBegin()
- + OnStateEnd()
- + OnStateUpdate()
- + OnStateLateUpdate()
- SetState()
- Start()

## SetStateGangster

- m gangsterState
- + OnStateAwake()
- + OnStateBegin()
- + OnStateEnd()
- + OnStateUpdate()
- + OnStateLateUpdate()
- SetState()
- Start()