## MonoBehaviour **PathFinding** + DesiredVelocity + RemainingDistance + Destination + IsArrived - m\_agent - m\_myTransform + Stop() + SetDestination() - Awake() - Start() + Useltem - Update() - UpdateAsync() -m pathFinding **EnemyInputProvider** + IsArrive + LookVector + MoveVector + Destination + AttackType + DoDush + OnPressedDush + OnReleasedDush + DoRolling + SelectLeftItem 3 0 3 0 11 4 E ... - m parameterContainer - m lookVector Awake()

## **IInputProvider** + LookVector + MoveVector + AttackType + DoDush + OnPressedDush + OnReleasedDush + DoRolling + SelectLeftItem + SelectRightItem

3 0 3 0 4 B **11** 4 E F 6 ...