StateBehaviour

BaseGangsterStateBehaviour

- # m_flexibleGangsterDataVariable
- # GetGangsterData()
- # SetTransition()
- # GetRootGameObject()

SetStaffStateGangster

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