MonoBehaviour **PathFinding** + DesiredVelocity + RemainingDistance + Destination + IsArrived - m_agent - m_myTransform + Stop() + SetDestination() - Awake() - Start() - Update() - UpdateAsync() -m pathFinding **EnemyInputProvider** + IsArrive + LookVector + MoveVector + Destination + AttackType + DoDush + OnPressedDush + OnReleasedDush + DoRolling + SelectLeftItem 3 0 3 0 10 4 E ... - m parameterContainer - m lookVector

Awake()

IInputProvider + LookVector + MoveVector + AttackType + DoDush + OnPressedDush + OnReleasedDush + DoRolling + SelectLeftItem + SelectRightItem + UseItem

3 0 3 0 10 4 E ...