StateBehaviour

BaseGangsterStateBehaviour

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

AttackStaffGangster

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