

SetBeenTargetObjectStaff
Gangster.SetTargetObject

```
graph LR; A[SetBeenTargetObjectStaff  
Gangster.SetTargetObject] --> B[BaseGangsterStateBehaviour.  
GetGangsterData]; A --> C[BaseGangsterStateBehaviour.  
GetRootGameObject];
```

The diagram illustrates a call to the `SetTargetObject` method on the `Gangster` object from within the `SetBeenTargetObjectStaff` method. Two blue arrows originate from the right side of the `SetTargetObject` text and point to the `GetGangsterData` and `GetRootGameObject` methods of the `BaseGangsterStateBehaviour` class.

BaseGangsterStateBehaviour.
GetGangsterData

BaseGangsterStateBehaviour.
GetRootGameObject