

AStarNode

- + goal_states: Dictionary
- + current_state_of_goals: Dictionary
- + parent_node: AStarNode
- + action: GoapAction
- + f_score: int
- + g_score: int

- + __init__(current_state_of_goals: Dictionary, goal_state: Dictionary, action: GoapAction, parent_node: AStarNode) : Void
- + get_unsatisfies_states() : Array
- + apply_action_to_state(current_state: Dictionary, action: GoapAction) : AStarNode
- + is_satisfied() : Boolean
- + set_g_score(g_score: int) : Void
- + set_f_score(f_score: int) : Void
- + get_g_score() : int
- + get_f_score() : int
- + get_action() : GoapAction
- + get_parent_node() : AStarNode
- + get_goal_state() : Dictionary