```
GameObject
 + GameObject()
 + GameObject()
 + Update()
 + SetModel()
 + SetShader()
 + SetRotate()
 + SetRotation()
 + SetPos()
 + SetScale()
 + GetPos()
 and 21 more...
     Enemy
+ enemyVelocity
+ velocity
newPos
+ wanderLua
alert
+ chase
fleeLua
+ attack
+ die
qlobal
+ init
startTimer
+ Enemy()
+ Enemy()
+ ~Enemy()
+ getFSM()
+ Update()
+ getHealth()
+ setHealth()
+ GetPos()
+ SetPos()
+ decreaseHealth()
and 55 more...
```