stateMachine< entity >

- + stateMachine()
- + handleMessage()
- + setPreviousState()
 + setCurrentState()
- + setGlobalState()
- + update()
- + changeState()
- + revertToPreviousState()
- + getPreviousState()
- + getCurrentState()
- + getGlobalState()
- + isInState() + ~stateMachine()

< Enemy > \ \ < Player >

stateMachine< Enemy >

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stateMachine< Player >

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