**캐릭터 State**

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|  | **시스템 명** | **구성** | **기능** |
| MoveState | Idle |  |
| Move |  |
| Jump |  |
| Run |  |
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|  | **시스템 명** | **구성** | **기능** |
| Attack  State | Idle |  |
| Attack |  |
| Jump |  |
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