○ ICharacterInterface

MinionIA
Class
→ MonoBehaviour

▷ Fields

▷ Properties

▲ Methods
- 🔷 AttackedFocus
- 🔷 BlockDamage
- 🔷 CreateAndSetFSM
- 🔷 Die
- 🔷 DieMinion
- 🔷 GetDamage
- 🔷 HealMinion
- 🔷 IsTargetVisible
- 🔷 MoveMinion
- 🔷 OnDrawGizmosSelected
- 🔷 ResetMinionBehavior
- 🔷 SetColorForState
- 🔷 SetOriginalSpeed
- 🔷 SetSBehaviour
- 🔷 SetStateFSM
- 🔷 SetUpMinionAttributes
- 🔷 SetUpToFollowEnemy
- 🔷 Start
- 🔷 Update

FSMAttackMinion\<T>
Generic Class
→ FSMState\<T>

▷ Fields

▷ Methods

FSMMoveToObjective\<T>
Generic Class
→ FSMState\<T>

▷ Fields

▷ Methods

FSMPatrol\<T>
Generic Class
→ FSMState\<T>

▷ Fields

▷ Methods

FSM\<T>
Generic Class

▲ Fields
- 🔷 _current

▲ Methods
- 🔷 FSM
- 🔷 OnUpdate
- 🔷 Transition