 **ICCharacterInterface**

**HeroScript**  
Class  
↳ MonoBehaviour

Fields

Properties

Methods

- AddMinionToList
- AttackedFocus
- CreateAndSetFSM
- CreateMinions
- Die
- GetDamage
- GetNumberOfEnemiesOnAoe
- KillAllMinions
- OnDrawGizmos
- RemoveMinion
- SetColorForState
- SetEnemyFound
- SetNextState
- SetStateFSM
- SetUpHero
- SetWeightForStates
- Start
- Update

**FSMAIIBlocking<T>**  
Generic Class  
↳ FSMState<T>

**FSMHyperHeal<T>**  
Generic Class  
↳ FSMState<T>

**FSMMoveHero<T>**  
Generic Class  
↳ FSMState<T>

**FSMRandomFocusToHero<T>**  
Generic Class  
↳ FSMState<T>

**FSMFocusToMinion<T>**  
Generic Class  
↳ FSMState<T>


**FSM<T>**  
Generic Class

Fields

- \_current

Methods

- FSM
- OnUpdate
- Transition

 **ICCharacterInterface**

**MinionIA**  
Class  
↳ MonoBehaviour

Fields

Properties

- Damage
- EnemyFound
- HeroAlly
- IsBlockingDam...
- IsObstacleAhead
- LayerEnemy
- Life
- ObjectiveToGo
- RadiusBehavior
- RadiusForPatrol
- SBehaviour
- Speed

Methods

- AttackedFocus
- BlockDamage
- CreateAndSetF...
- Die
- DieMinion
- GetDamage
- HealMinion
- IsTargetVisible
- MoveMinion
- OnDrawGizmos...
- ResetMinionBe...
- SetColorForState
- SetOriginalSpeed
- SetSBehaviour
- SetStateFSM
- SetUpMinionAt...
- SetUpToFollow...
- Start
- Update