

State

- + CharacterBody2D Parent
- + AnimationPlayer Animations
- + virtual bool CanEnter()
- + virtual void Enter()
- + virtual void Exit()
- + virtual State ProcessInput (InputEvent @event)
- + virtual State ProcessFrame (double delta)
- + virtual State ProcessPhysics (double delta)
- + virtual void UpdateAnimations()



UnicornShootingAttack

- + State Wait
- + double ShootingAnimation Duration
- + override void _Ready()
- + override void Enter()
- + override State ProcessPhysics (double delta)
- + override void UpdateAnimations()