

State

- + Animations
- + CanEnter()
- + Enter()

+ Parent

- + Exit()
- + ProcessInput()
- + ProcessFrame()
- + ProcessPhysics()
- + UpdateAnimations()



UnicornShootingAttack

- + Wait
- + ShootingAnimationDuration
- + Ready()
- + Enter()
- + ProcessPhysics()
- + UpdateAnimations()