

## State

- + Parent
- + Animations
- + CanEnter()
- + Enter()
- + Exit()
- + ProcessInput()
- + ProcessFrame()
- + ProcessPhysics()
- + UpdateAnimations()



## UnicornShootingAttack

- + ShootingAnimationDuration
- + \_Ready()
- + Enter()
- + ProcessPhysics()
- + UpdateAnimations()