

## + Parent

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



## PlayerDashing

+ SPEED

+ HitBox

+ Exit()

- + DASH\_TIME
- + Enter()
- + ProcessPhysics()
- + UpdateAnimations()