

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()



UnicomWait

- + State ChargeAttack
- + State ShootingAttack
- + State StompingAttack
- + float SPEED+ float WaitTime
- + override void Ready()
- _ ,
- + override void Enter()
- + override void Exit()
- + override State ProcessPhysics (double delta)
- + override void UpdateAnimations()