

## State

+ Animations

+ Parent

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



## PlayerMoving SPEED

- + Idle
- + Dashing
- + SpellCasting
- + ProcessInput()
  + ProcessPhysics()
- + UpdateAnimations()