```
┌─────────────┐
│    Node     │
├─────────────┤
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```

StateMachine

+ State StartingState

+ State DeathState

+ void Init(CharacterBody2 D parent, AnimationPlayer animationPlayer)

+ void ProcessInput(InputEvent @event)

+ void ProcessFrame(double delta)

+ void ProcessPhysics (double delta)

+ State GetState()

+ void OnDeath()