

```
{Node
|+ State
+ Parent
+ Children
+ HasChildren
# state
# children
- _parent
- _dataContext
|+ Node()
+ Node()
+ Evaluate()
+ Attach()
+ Detach()
+ GetData()
+ ClearData()
+ SetData()
}
```



```
{BehaviorTree.Sequence
|- _isRandom
|+ Sequence()
+ Sequence()
+ Sequence()
+ Evaluate()
+ Shuffle< T >()
}
```