```
{BehaviorTree.Node
    + State
    + Parent
    + Children
    + HasChildren
    # state
    # children

    dataContext

    |+ Node()
                                parent
    + Node()
    + Evaluate()
    + Attach()
    + Detach()
    + GetData()
    + ClearData()
    + SetData()
               parent
           {Node
      I+ State
      + Parent
      + Children
      + HasChildren
      # state
      # children

    dataContext

      |+ Node()
      + Node()
      + Evaluate()
      + Attach()
      + Detach()
      + GetData()
      + ClearData()
      + SetData()
             }
        {TaskPatrol
|- m_transform
- m wayPoints
- m currentWayPointsIndex
- m waitTime
- m_waitCounter
- m_waiting
|+ TaskPatrol()
+ Evaluate()
```