

StateM



```
graph BT; PlayerHeavyBowAttack --> StateM
```

A diagram illustrating a relationship between two classes. At the bottom is a gray rectangular box labeled "PlayerHeavyBowAttack". A blue arrow points vertically upwards from the top center of this box to the bottom center of a white rectangular box with a gray border labeled "StateM" positioned above it.

PlayerHeavyBowAttack