Enemy_Character

+ hp
+ DEMAGE
+ MAX_HP
+ can_attack

+ Script()
+ AnyDamage()
+ onDie()
+ setCanAttack()
+ hitAttack()
+ onAttack()
+ alarmGettingAttacked()
+ receiveAttackAlarm()
+ playAttackSound()
+ playDieSound()
+ playAttackSound2()
+ playAttackSound3()
+ isTeamKill()
+ applyDemage()

Bear_Enemy

+ Bear_Enemy()
+ ~Bear_Enemy()