```
Enemy Character
+ hp
+ DFMAGE
+ MAX HP
+ can attack
+ Script()
+ AnyDamage()
+ onDie()
+ setCanAttack()
+ hitAttack()
+ onAttack()
+ alarmGettingAttacked()
+ receiveAttackAlarm()
+ playAttackSound()
+ playDieSound()
+ playAttackSound2()
+ playAttackSound3()
+ isTeamKill()
+ applyDemage()
     Wolf Enemy
   + Wolf Enemy()
   + ~Wolf Enemy()
```