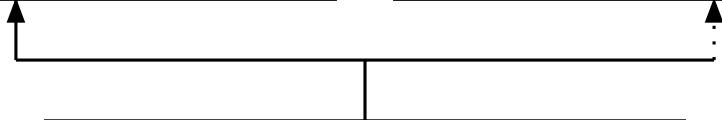


MovementStrategy

CharacterObserver



AggressorStrategy