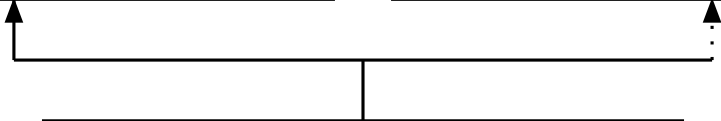


MovementStrategy

CharacterObserver



FriendlyStrategy