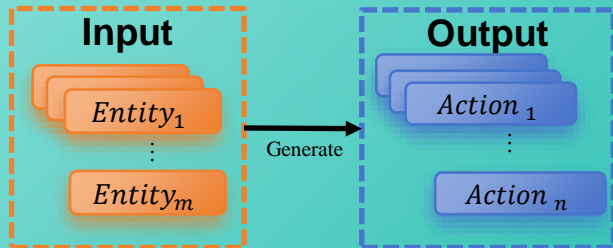


## Task Generator

```
List<BaseAction> GetTask(BaseEntity[] e);
```



Instance

## Task Instance

Grab-And-Shoot-Gun Task

Parallel Action

Move Action

Grab Action

Move Action

Move Action

Trigger Action

Trigger Action

Trigger Action

Asynchronous Action

## Code Description

```
1. private List<BaseAction> GrabAndShootGunTask(  
2.     IGrabbableEntity grabbableEntity, ITriggerableEntity triggerableEntity){  
3.     List<BaseAction> task = new List<BaseAction>(){  
4.         new MoveAction(_navMeshAgent, moveSpeed, grabbableEntity.transform.position),  
5.         new GrabAction(leftHandController, grabbableEntity, new List<BaseAction>(){  
6.             new ParallelAction(new List<BaseAction>(){  
7.                 new MoveAction(_navMeshAgent, moveSpeed, GetRandomTwitchTarget(transform.position)),  
8.                 new TriggerAction(0.5f, triggerableEntity)  
9.             })  
10.        })  
11.    };  
12.    return task;  
13.}
```