

EnemyAI.cs

Each enemy is told who the director is when they are added to the list so they can let the director know that they are dead

Basically the Director Uses EnemyGroup to Access a list of enemy gameobjects. EnemyGroup simply calls ChangeStatus with a status [Attacking,Waiting] etc.

If the if this UpdatedStatus is ever different from CurrentStatus, then it tries to set the enemy to that status. There may need to be an intermediate status, so that it can change to that new UpdatedStatus immediately, instead of waiting for animations and things to finish, or not.