

```
#include "TestPlayer.h"

void TestPlayer::Update(void)
{
    switch (mState) {
    case STATE::IDLE:
        // 待機状態
        break;
    case STATE::WALK:
        // 歩き状態
        break;
    case STATE::RUN:
        // 走り状態
        break;
    case STATE::ATTACK:
        // 攻撃状態
        break;
    case STATE::DEAD:
        // 死亡状態
        break;
    }
}

// 状態遷移(状態の変更)
void TestPlayer::ChangeState(STATE state)
{
    // 状態を変更
    mState = state;

    // 状態ごとの初期処理を行う
    switch (mState)
    {
    case TestPlayer::STATE::NONE:
        break;
    case TestPlayer::STATE::IDLE:
        break;
    case TestPlayer::STATE::WALK:
        break;
    case TestPlayer::STATE::RUN:
        break;
    case TestPlayer::STATE::ATTACK:
        break;
    case TestPlayer::STATE::DEAD:
        break;
    default:
```

```
        break;  
    }  
  
}
```