```
MonoBehaviour
                            State
                        _animator
                     # -
                     #_onGroundState
#_offGroundState
                     + NotifyState()
                     + Move()
                     # HandleAnim()
                     # OnGroundAnim()
                     # OffGroundAnim()
       Movement
   _movementSmoothing
# _rigid
#_velocity
+ Init()
+ Move()
+ Move()
+ AddForce()
+ Jump()
                         PlayerState
                       _playerAction
                    #_onClimbing
                    + NotifyState()
                    + NotifyState()
                    # OnGroundAnim()
                    # OnClimbingAnim()
                    # PlayerActionAnim()
                    # HandleAnim()
                    #_state
   PlayerMovement
     _prevDir
      _isGround
    _isWall
     _
isCeiling
   + _isClimbing
# decol-
     _deceleration
   + Init()
                                 -_state
   + GroundCheck()
   + CeilingCheck()
   + WallCheck()
   + Move()
   + Jump()
   + Down()
   + WallSilding()
   - DebugCircle()

    DebugRaycast()

              movement
    PlayerController
     hungriness
     animator
     sprite
    _groundCheck
     ceilingCheck
    _wallCheck
    _commands
     whatIsGround
   - _whatisvv....
- _horizontalMove
     walkingSpeed
   88 88 88 68 88...
   + NotifyEvent()
   + HandleInput()
   + Move()
   + Flip()
   + Attack()
   + Jump()
   + Interact()
   Awake()
   FixedUpdate()
```

- Update()