

Horizon::Zone::Traits
::Status::initialize

Horizon::Zone::Traits
::Status::initialize

Horizon::Zone::Traits
::Status::set_attack
_motion

```
graph LR; A[Horizon::Zone::Traits ::Status::initialize] --> C[Horizon::Zone::Traits ::Status::set_attack _motion]; B[Horizon::Zone::Traits ::Status::initialize] --> C;
```