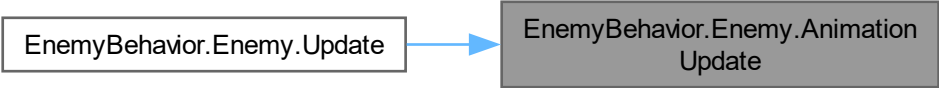


EnemyBehavior.Enemy.Update



```
graph LR; A[EnemyBehavior.Enemy.Update] --> B[EnemyBehavior.Enemy.Animation Update]
```

EnemyBehavior.Enemy.Animation  
Update