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MonoBehaviour
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```
FSMSystemBase

+ _curState
+ _prevState
+ _startingState
+ isDebugLog

+ Awake()
+ Update()
+ TryEnterState()
```

```
NPCAISystemTypeA

+ reactionStyle
+ possibleStatesSOInstance
+ possibleStatesNames
+ commandSlotsHolderManager
+ agent
+ sensor
+ waypointComp
+ isUseWaypoint
+ rotationConstraint
+ target

+ Awake()
+ Update()
+ HandleEnterPatrolState()
+ TryEnterStateByName()
+ GetStateSOInstanceByName()
```