ScriptableObject **FSMBaseState** + ExecutionState + OnEnterTimeStamp + ElapsedTime + aName + ExecutionState # system + FSMBaseState() + OnEnterState() + OnUpdate() + OnStayState() + OnExitState() + OnEnable() + OnDisable() Flee + hasSetDestination + target + newSpeed + newAgularSpeed + Flee() + OnEnterState() + OnExitState() + OnStayState()