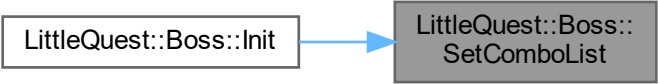


LittleQuest::Boss::Init



```
graph LR; A[LittleQuest::Boss::Init] --> B[LittleQuest::Boss::SetAnimList]
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is white with a black border and contains the text 'LittleQuest::Boss::Init'. The right box is gray with a black border and contains the text 'LittleQuest::Boss::SetAnimList'.

LittleQuest::Boss::
SetAnimList