First depend on the book said, created a Interface for it, IState is a abstract class, there is a function call update() and onStateBegin(), it is the override function, such as c++ pure virtual function, it does not have definition and the class who inheritance this class must implement this these two interface.

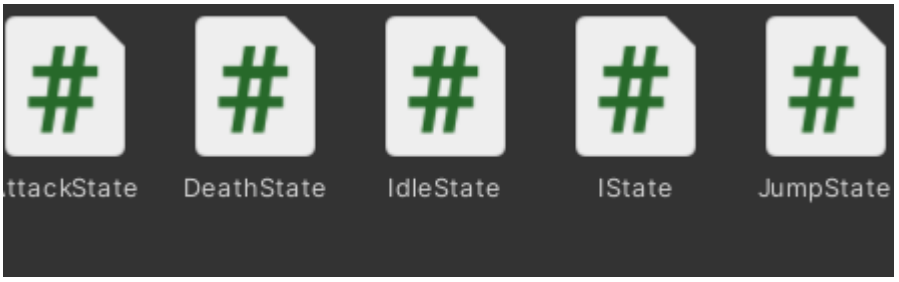
```
public abstract class IState
{
    protected Move o_player;

    5 references | jdj1121, 15 hours ago | 1 author, 1 change
    public IState(Move player)
    {
        o_player = player;
    }

    7 references | 0 changes | 0 authors, 0 changes
    public abstract void OnStateBegin();

    6 references | jdj1121, 15 hours ago | 1 author, 1 change
    public abstract void update();
}
```

Then for every state I created each class for them such as movement, Jump, hit.... These classes all inherit the IState interface. Each state class will handle the logic and mechanic definition



And initialized them in the main script call move, this is the game controller class for getting input. (because in the beginning I have not implemented the pattern yet, the name of the script should be call controller, just being lazy to rename it LOL).

```
public MoveState _movestate;
public IdleState _idlestate;
public JumpState _jumpstate;
public AttackState _attackstate;
public DeathState _deathState;
```

```
    _idlestate = new IdleState(this);
    _movestate = new MoveState(this);
    _jumpstate = new JumpState(this);
    _attackstate = new AttackState(this);
    _deathState = new DeathState(this);
    SetState(_idlestate);
```

Finally, just delegate and call these states when the players input the keyboard

```
if(Input.GetKeyDown(KeyCode.Space))
{
    SetState(_jumpstate);
}
```

Would you do it differently? Justify your answer!
No, Because I think Bob, the writer of the book, teaches us very straightforwardly. the book is very helpful. Following the step that he provides then we can make a complete state pattern.

Did you use a different implement state pattern elsewhere? What for?
No, Because I did not add any AI into my game.