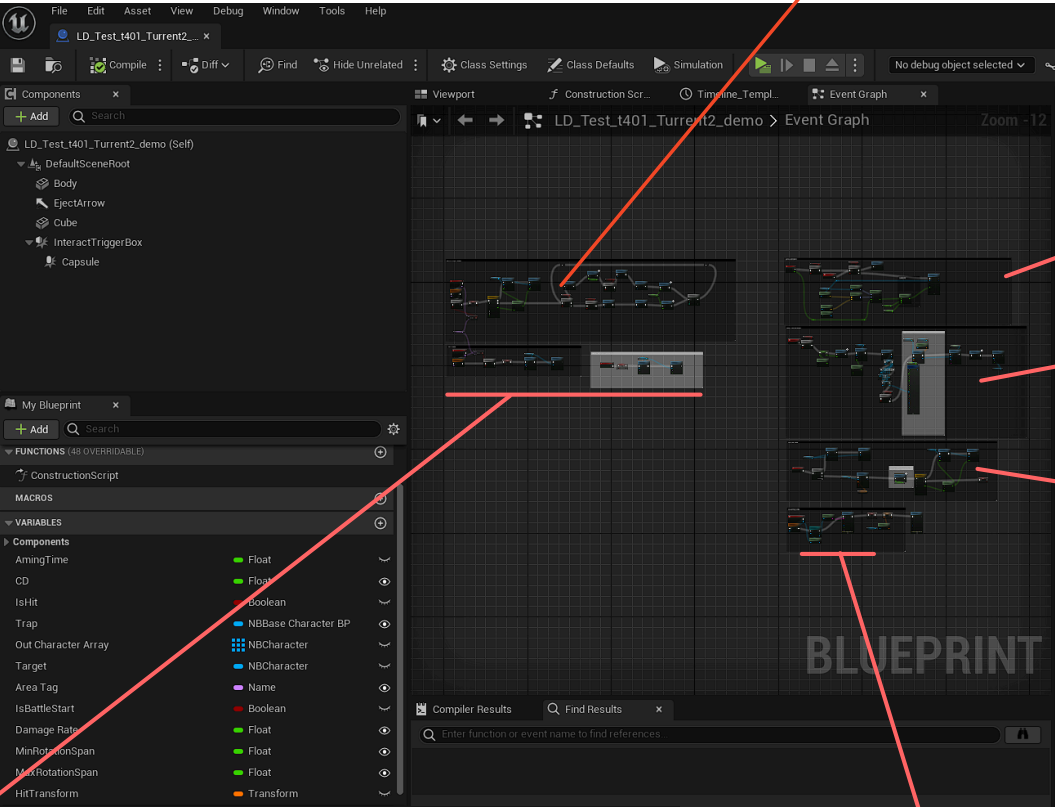
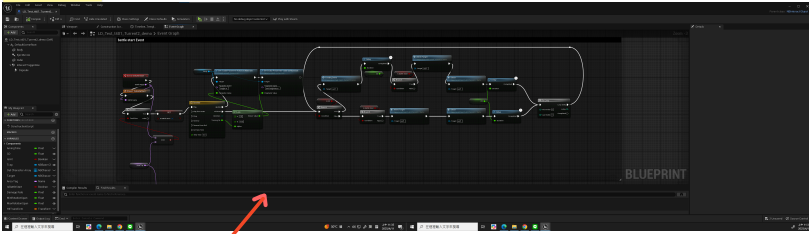


Sniper Cannon Demo

Main
flow and
logic



Aim at the
selected
target

Shoot
(includes
aiming
time)

Temporarily
disabled when
attacked by
player

Initialize
appearance state
at event start
And appearance
transition after
battle ends

Maintain the
current
transform at the
moment of being
hit
Save information

