

TMP_DOTweenTemplate.Core.
Main.SequenceAnimation.PlayAndInit



```
graph LR; A[TMP_DOTweenTemplate.Core.  
Main.SequenceAnimation.PlayAndInit] --> B[TMP_DOTweenTemplate.Core.  
Main.SequenceAnimation.Sequence  
EventInit];
```

TMP_DOTweenTemplate.Core.
Main.SequenceAnimation.Sequence
EventInit