## AnimationBase

+ additional
+ duration
+ ease

+ GetSequence()
# CreateSequence()

## IDisposable

## CharAnimationBase

+ charDelay
+ text
+ tmp_Animator

+ GetSequence()
+ GetSequence()
+ GetSequence()
+ GetSequence()
+ Dispose()
# CreateSequence()
# CreateTween()

## TMP_DOTweenTemplate.Core. Main.Pro.TMP_CharShakeScaleAnimation

+ punchScale
+ vibrate
+ randomness
+ fadeOut

+ Dispose()
# CreateSequence()
# CreateSequence()
# CreateTween()