```
FZ::State< MoveActor >
+ Target

    target

+ State()
+ Initialize()
+ Destroy()
+ Run()
+ Finish()
+ Dispose()
     MoveActState
   + MoveActState()
   + Interactive()
   + GetCurrentType()
   + OnTouchEvent()
   # AllTileToNormal()
MoveActor.MoveActState
          Normal
+ MoveActState Normal()
+ GetCurrentType()
+ OnTouchEvent()
+ Run()
```