```
FZ::State< AttackActor >
 + Target
   target
 + State()
 + Initialize()
 + Destroy()
 + Run()
 + Finish()
 + Dispose()
      AttackActState
    + AttackActState()
    + Interactive()
    + GetCurrentType()
    + OnTouchEvent()
    # AllTileToNormal()
AttackActor.AttackActState
           Attack
+ AttackActState Attack()
+ GetCurrentType()
+ OnTouchEvent()
+ Run()
+ Interactive()
```