Actor
+ ActTarget
- _weight
+ Actor()
+ CheckAbsoluteWeightKey()
+ Initialize()
+ Initialize()
+ GetWeight()
+ SetWeight()
+ SetWeight()
+ Interactive()
+ OnTouchEvent()
# AbsoluteWeightKey()
# Initialize()
# FinishActor()

FZ::UnitObjActor
+ ActTarget

AttackActor
+ Range
+ Damage
- _stateMachine
+ OnTouchEvent()
+ Interactive()
# AbsoluteWeightKey()
# Initialize()
- StorageStates()
- GetCurrentState()
- GetCurrentStateType()
- ChangeState()