```
+---------------------------------------+
|                 Actor                 |
+---------------------------------------+
| + ActTarget                           |
| - _weight                             |
+---------------------------------------+
| + Actor()                             |
| + CheckAbsoluteWeightKey()            |
| + Initialize()                        |
| + Initialize()                        |
| + GetWeight()                         |
| + SetWeight()                         |
| + SetWeight()                         |
| + Interactive()                       |
| + OnTouchEvent()                      |
| # AbsoluteWeightKey()                 |
| # Initialize()                        |
| # FinishActor()                       |
+---------------------------------------+
                    △
                    |
+---------------------------------------+
|           FZ::ActObjActor             |
+---------------------------------------+
| + ActTarget                           |
+---------------------------------------+
|                                       |
+---------------------------------------+
                    △
                    |
+---------------------------------------+
|              MoveActor                |
+---------------------------------------+
| + Range                               |
| - _stateMachine                       |
+---------------------------------------+
| + OnTouchEvent()                      |
| + Interactive()                       |
| # AbsoluteWeightKey()                 |
| # Initialize()                        |
| - StorageStates()                     |
| - GetCurrentState()                   |
| - GetCurrentStateType()               |
| - ChangeState()                       |
+---------------------------------------+
```