```
MCN::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()
```