ITileActive

+ TileTouchAction()

PlaceableObject

_placedTile

+ Attach()
+ Detach()
+ GetPlacedTile()
+ Dispose()
+ IsSelected()
+ Select()
+ Deselect()
+ TileTouchAction()
- Place()

MoveableObject

- moveRange
- _moveableStateMachine

+ TileTouchAction()
+ OnNext()
- Awake()
- Destroy()
- StorageStates()
- GetCurrentMoveableState()
- GetMoveableCurrentStateType()
- ChangeMoveableState()