```
FZ::State< Tile >
  + Target

    target

  + State()
  + Initialize()
  + Destroy()
  + Run()
  + Finish()
  + Dispose()
      TileState
 + TileState()
 + GetCurrentType()
 + OnTouchEvent()
Tile.TileState_Normal
+ TileState Normal()
+ Run()
+ GetCurrentType()
- SetTileColor()
```