```
MonoBehaviour
      TacticsObject
    + Equals()
    + GetHashCode()
    + Interactive()
    + OnTouchEvent()
    + operator==()
    + operator!=()
            Λ
        Decoable
    + Equals()
    + GetHashCode()
    + operator==()
    + operator!=()
            Λ
     MCN.Decorator

    DecoTarget

 + Weight
 - _weight
   _decoTarget
 + Decoration()
 + Equals()
+ Equals()
+ GetHashCode()
 + OnTouchEvent()
 + Interactive()
 + operator==()
 + operator!=()
 # DecoInteractive()
 # DecoOnTouchEvent()
     MoveDecorator
  moveableStateMachine
# DecoOnTouchEvent()
# DecoInteractive()
Awake()
StorageStates()
GetCurrentState()

    GetCurrentStateType()

ChangeState()
```