```
MonoBehaviour
  TacticsObject
+ Equals()
+ GetHashCode()
+ Interactive()
+ OnTouchEvent()
+ operator==()
+ operator!=()
    Decoable
 + Equals()
 + GetHashCode()
+ operator==()
 + operator!=()
        Λ
MCN.DecoInstance
+ Get
_decoTarget
+ Equals()
+ Equals()
+ GetHashCode()
+ Decorated()
+ operator==()
+ operator!=()
 PlaceableObject
# placedTile
+ Attach()
 + Detach()
 + GetPlacedTile()
 + Dispose()
+ IsSelected()
+ Select()
 + Deselect()
 Place()
```