```
F7: State < MoveActor >
   + Target

    target

   + State()
   + Initialize()
   + Destroy()
   + Run()
   + Finish()
   + Dispose()
        MoveActState
      + MoveActState()
      + Interactive()
      + GetCurrentType()
      + OnTouchEvent()
      # AllTileToNormal()
MoveActor.MoveActState Done
+ MoveActState Done()
+ GetCurrentType()
+ OnTouchEvent()
+ Run()
```