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

    DecoTarget

   _weight
   _decoTarget
 + GetWeight()
 + SetWeight()
 + SetWeight()
 + Decoration()
 + Equals()
 + Equals()
 + GetHashCode()
 + OnTouchEvent()
 + Interactive()
 + operator==()
 + operator!=()
 # AbsoluteWeightKey()
 # DecoInteractive()
 # DecoOnTouchEvent()
  Start()
            Δ
     MoveDecorator
+ Range
 _moveableStateMachine
# AbsoluteWeightKey()
# DecoOnTouchEvent()
# DecoInteractive()
Awake()
StorageStates()
GetCurrentState()

    GetCurrentStateType()

ChangeState()
```