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

    _decoTarget

  + GetWeight()
 + SetWeight()
 + SetWeight()
 + Decoration()
 + Equals()
 + Equals()
 + GetHashCode()
 + OnTouchEvent()
 + Interactive()
 + operator==()
 + operator!=()
 # AbsoluteWeightKey()
 # DecoInteractive()
 # DecoOnTouchEvent()
 Start()
     AttackDecorator
+ Range
+ Power
  attackableStateMachine
# AbsoluteWeightKey()
# DecoOnTouchEvent()
# DecoInteractive()
Awake()
- StorageStates()
- GetCurrentState()
- GetCurrentStateType()
ChangeState()
```