```
FZ::State< AttackActor >
   Target
  target
 + State()
 + Initialize()
 + Destroy()
 + Run()
 + Finish()
 + Dispose()
      AttackActState
    + AttackActState()
    + Interactive()
    + GetCurrentType()
    + OnTouchEvent()
    # AllTileToNormal()
AttackActor.AttackActState
           Normal
+ AttackActState Normal()
+ GetCurrentType()
+ OnTouchEvent()
+ Run()
```