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