```
                    ┌─────────────────────┐
                    │    MonoBehaviour    │
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```

MonoBehaviour

Tennis.BallMoveController

+ ballPrefab
+ ballFactory
+ ballTarget
+ ballSpeed
+ waitTime
+ team
+ addScore

+ ResetObject()
+ RandomInstantiateBall()

+ballManager   +ballManager   +characterMove

Tennis.CharacterMove

+ charSpine
+ moveDistance
+ randomMin
+ randomMax
+ chrAudio
+ swingSound
+ swingEffect
+ moveEffect

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