```
MNL::MnBoneAnimation

- m_name
- m_totalDuration
- m_lstElements

+ MnBoneAnimation()
+ ~MnBoneAnimation()
+ SetName()
+ GetName()
+ SetTotalDuration()
+ GetTotalDuration()
+ AddElement()
+ GetNumElements()
+ GetElement()
```

-m_currentAnimation

```
MNL::MnBoneAnimationTracker

- m_spCurrentSkeleton
- m_currentTime
- m_durationPerSeconds
- m_animatingSpeed
- m_isLoop
- m_isPlaying
- m_isPaused

+ MnBoneAnimationTracker()
+ ~MnBoneAnimationTracker()
+ Init()
+ SetFPS()
+ SetAnimatingSpeed()
+ UpdateAnimation()
- _UpdateBones()
```