AnimationEntity + autoRotate + rotation image - X - y + AnimationEntity() + AnimationEntity() + getPosition() + move() + getX() + getY() + setPosition() + getlmage() -item repeat

AnimationMovement

- autoRotate
- direction - speed

path

- VX - vy
 - pointIndex + AnimationMovement()
 - + parsePath()
 - + getEntity()
 - + move() + setRepeat()
 - + setSpeed() + setAutoRotate()
 - calculateVector() calculateVector()
- targetDistance()