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

- vx - vy

pointIndex

+ parsePath() + getEntity() + move() + setRepeat() + setSpeed() - calculateVector() - calculateVector() - targetDistance()

+ AnimationMovement()