```
AnimationEntity
  + autoRotate
  + rotation

    image

  - X
  - y
  + AnimationEntity()
  + AnimationEntity()
  + getPosition()
  + move()
  + getX()
  + getY()
  + setPosition()
  + getlmage()
             -item
 AnimationMovement
-speed
path
- VX
- vy
- pointIndex
+ AnimationMovement()
+ parsePath()
+ getEntity()
+ move()
+ setSpeed()
calculateVector()

    calculateVector()
```

targetDistance()