```
AnimationEntity
  + autoRotate
   + rotation
  - image
  - X
  - y
  + AnimationEntity()
  + AnimationEntity()
  + getPosition()
  + move()
  + aetX()
  + getY()
  + setPosition()
  + getlmage()
             -item
 AnimationMovement
- repeat
- speed
- path
- VX
- vy
- pointIndex
```

+ AnimationMovement()

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