```
AnimationEntity

    autoRotate

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

    repeat

    speed

- path
- VX
- VV
- pointIndex
+ AnimationMovement()
+ parsePath()
+ getEntity()
+ move()
+ setRepeat()
+ setSpeed()
calculateVector()
```

- calculateVector()- targetDistance()