```
iMovementStrategy
+ ~iMovementStrategy()
+ GetPosition()
+ GetVelocity()
+ UpdateVelocity()
+ isMovina()
   ReelineMovement

    current

    target

 - velocity
 - speed

    distanceTraveled

 + BeelineMovement()
 + GetPosition()
 + GetVelocity()
 + UpdateVelocity()
 + isMoving()
```