

+ isCollision

- + AttackSubject
- + Animator
 animator

+ target

- weapon_rweapon I
- + SetAttackSpeed()
- + SetRunSpeed()+ SetWeapon()
- + Move()
- + OnTriggerEnter2D()+ OnTriggerStay2D()
- + OnTriggerExit2D()
- + OnHitAttackAnimation()