```
┌─────────────────────────────────┐
│        <<Serializable>>         │
│            Stroke               │
├─────────────────────────────────┤
│ +moveable: Moveable &           │
│ +move: Displacement             │
│ +active: bool                   │
│ +action: ActionType             │
│ +actionPos: Position            │
│ +actionVec                      │
├─────────────────────────────────┤
│ +Stroke()                       │
└─────────────────────────────────┘
```

<<Serializable>>
Stroke

+moveable: Moveable &
+move: Displacement
+active: bool
+action: ActionType
+actionPos: Position
+actionVec

+Stroke()

<<enumeration>>
ActionType

+ACT_NONE = 0
+ACT_BAT = 1
+ACT_THROW = 2

<<enumeration>>
DeltaType

+DELTA_MOVE = 1
+DELTA_CATCH = 2
+DELTA_APPEAR = 3