## **ICondition** + ConditionID MonoBehaviour + Owner + IsEffective() + DamageMulti() + ReplaceCondition() Sleeping + m damageMulti + ConditionID + Owner m effectAssetPrefab m\_sleepingEffect m wakeUpTime - m parent m conditionID m animator m arbor m damaged + IsEffective() + DamageMulti() + ReplaceCondition() Start() Update() OnDestroy()