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┌─────────────────────┐
│ MonoBehaviour       │
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```

ConditionManager

+ Resistances
- m_resistances
- m_owner
- m_myTransform

+ AddCondition()
+ IsCondition()
+ DamageMulti()
- Start()
- Update()

ICondition

+ ConditionID
+ Owner

+ IsEffective()
+ DamageMulti()
+ ReplaceCondition()

-m_conditionManager

Poison

+ m_poisonDamageRate
+ ConditionID
+ Owner
- m_poisonCount
- m_poisonInterval
- m_effectAssetPrefab
- m_posionEffect
- m_parent
- m_conditionID
- m_timer

+ IsEffective()
+ DamageMulti()
+ ReplaceCondition()
+ Update()
- Start()
- OnDestroy()