ICondition + ConditionID MonoBehaviour + Owner + IsEffective() + DamageMulti() + ReplaceCondition() **Paralysis** + m paralysisCounts + ConditionID + Owner m paralysisTime m paralysisInterval m effectAssetPrefab m paralysisEffect - m sePrefab m conditionID m animator - m_paralysisCount + IsEffective() + DamageMulti() + ReplaceCondition() - Awake() Start() OnDestroy()