

## ConditionData

+ ThrowConditionPrefab

+ ConditionID

+ ConditionPrefab

- + ConditionName
- + ConditionDescriptionText
- + ConditionSprite + ConditionColor
- m\_conditionPrefab
  - m\_throwConditionPrefab
  - m\_conditionID
  - m\_conditionName
  - m\_conditionDescriptionText
  - m\_conditionSpritem conditionColor