### **ICondition**

- + ConditionID
- + Owner
- + IsEffective()
- + DamageMulti()
- + ReplaceCondition()

## Confusion

- + m maxConfusionTime
- + ConditionID
- + Owner
- m effectAssetPrefab
- m effect
- m confusionTime
- m conditionID
- m\_arbor
- + IsEffective()
- + DamageMulti()
- + ReplaceCondition()
- Awake()
- Start()
- Update()
- OnDestroy()

### Fire

- + m maxFireTime
- + ConditionID
- + Owner
- m\_fireTime
- m conditionID
- m animator
- m\_arborFSM
- + IsEffective()
- + DamageMulti()
- + ReplaceCondition()
- Awake()
- Start()
- Update()
- OnDestroy()

### NullCondition

- + NullInstance
- + ConditionID
- + 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()

# Poison

- + m poisonDamageRate
- + ConditionID
- + Owner
- m\_poisonCount
- m\_poisonInterval
- m\_effectAssetPrefab
- m posionEffect
- m\_parent
- m conditionID
- m\_timer
- m\_conditionManager
- + IsEffective()
- + DamageMulti()
- + ReplaceCondition()
- + Update()
- Start()
- OnDestroy()

# 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()

# Stun

- + m maxStunTime
- + ConditionID
- + Owner
- m effectAssetPrefab
- m effect
- m parent
- m stunTime
- m conditionID
- m arbor
- m animator
- + IsEffective()
- + DamageMulti()
- + ReplaceCondition()
- Awake()
- Start()
- Update()
- OnDestrov()