# Concept

* Player:

+ Weapon

+ Move

+ Stat: Mana, Amor, Health

+ CharacterSkill

# Code

* Player

+ PlayerMovement

* MoveByKeyboard
* VelocityReceiver

+ PlayerStat

* DamageReceiver
* ExpReceiver
* ManaReceiver
* DebuffReceiver
* BuffReceiver

+ PlayerWeapon

* Weapon
* Weapon

+ PlayerSkill

* CharacterSkill
* Weapon

+ HoldRange

+ WeaponStat

+ Skill

+ Skill

* CharacterSkill

+ Skill

+ Stat