```
ICombat
  + Hp
  + Sp
  + Atk
  + Def
 + MaxHp
 + MaxSp
  + CombatState
  + Damaged()
 CombatInstance
+ CombatState
+ Hp
+ Sp
+ Atk
+ Def
+ MaxHp
+ MaxSp
hp
-_sp
_maxHp
 _maxSp
 atk
```

def

combatState

+ CombatInstance() + Damaged()