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()
+ CombatInstance()
+ Damaged()
- Initialize()