```
                    ICombat
            ┌──────────────────────┐
            │ + Hp                 │
            │ + Sp                 │
            │ + Atk                │
            │ + Def                │
            │ + MaxHp              │
            │ + MaxSp              │
            │ + CombatState        │
            ├──────────────────────┤
            │ + Damaged()          │
            └──────────────────────┘
```

CombatAddedDeco

+ Atk
+ Def
+ Hp
+ Sp
+ MaxHp
+ MaxSp
+ CombatState
- _addedAtk
- _addedDef
- _addedHp
- _addedSp

+ CombatAddedDeco()
+ Damaged()

CombatInstance

+ CombatState
+ Hp
+ Sp
+ Atk
+ Def
+ MaxHp
+ MaxSp
- _hp
- _sp
- _maxHp
- _maxSp
- _atk
- _def
- _combatState

+ CombatInstance()
+ Damaged()

CombatObject

+ _initialStatus
+ Hp
+ Sp
+ Atk
+ Def
+ MaxHp
+ MaxSp
+ CombatState
- _impl

+ Damaged()
+ AddStatus()
- Awake()
- DisplayDebugStatus()