## CharacterBody2D

- + StateMachine StateMachine
- + AnimationPlayer Animation Player
- + float MeleeAttackRange+ float BaseDamage
- + override void Ready()
- + override void \_Process

(double delta)

- + override void \_PhysicsProcess (double delta)
- + void SetUnicornProperties (MagicType magicType, Vector2 unicornPosition)
- + MagicType GetMagicType()
- + float GetDamageValue()