

## HealthComponent

- + Healthbar healthbar
- + delegate void DeathEvent Handler()
- + override void \_Ready()
- + void TakeDamage(Attack attack)
- + void SetMaxHP(double newMaxHP)
- + double GetMaxHP()
- + void SetArmor(double armorSun, double armorCosmic, double armorDark)
- + double GetCurrentHP()
- + double GetArmorOfType (MagicType type)
  - void ModifyArmor(MagicType magicType, double flatArmorChange)