CharacterBody2D	Node		AnimationPlayer
$A \sim$	$\wedge$		
	+Parent		+Animations
	A	State	
		L vietual baal CapE	
+ 1		<ul><li>+ virtual bool CanE</li><li>+ virtual void Enter(</li></ul>	"
		+ virtual void Exit()	V
		+ virtual State Proc	essInput
		(InputEvent @ev	ent)
+ virtual State ProcessF (double delta) + virtual State ProcessF (double delta)			essFrame
		essPhysics	
		+ virtual void Updat	teAnimations()
+DeathState +AnimationPlayer			
+StartingState			
StateMachine			
\	Otal	elviaci iii ie	
+ void Init(CharacterBody2			
		AnimationPlayer	
animationPlayer) + void ProcessInput(InputEvent			
	@event)		
+ void ProcessFrame(double			
delta) + void ProcessPhysics			
(double delta)			
+ State GetState()			
+ void OnDeath()			
+StateMachine			
Player			
+ override void _Ready()			
+	override void		
	(double delta	•	
+	(double delta	_PhysicsProcess )	
+	override void Input(InputEv	_Unhandled vent @event)	
+	void EquipAu		
+	void UnEquip	pAugmentFromSlot	
	(int slot) + void RecalculateAugmentEffects()		
	void TestEqu	U	
	·	amontlnyonton/()	

+ void OpenAugmentInventory()