

InventorySpell

- + double CastTime
- + double CoolDown
- + double BaseDamage
- + double Damage
- + MagicType MagicType
- # HealthComponent _playerHealth Component
- # PackedScene _spellScene
- + override void Ready()
- + virtual void Cast(Vector2 playerPosition, Vector2 targetPosition)
- + void ResetDamage()
- + void AddOnCastAugmentEffect (OnCastAugmentEffect onCastAugment Effect)
- + void ClearOnCastAugmentEffects()
- + List< OnCastAugmentEffect
 - > GetOnCastAugmentEffects()



InventoryStarRain

- + double AmountStarsToSpawn
- + override void _Ready()
- + override void Cast (Vector2 playerPosition, Vector2 targetPosition)
- + override void _PhysicsProcess (double delta)