

Spell

- + double MaxLifeTimeInSeconds
- + double _timeLeftUntilDeletion
- # Attack _attack
- + override void _Ready()
- virtual void Init(Attack attack, Vector2 playerPosition, Vector2 targetPosition)
- + override void _PhysicsProcess (double delta)
- + virtual void OnAreaEntered (Area2D area)
- + double GetTimeUntilDeleteion()



BasicSpell

- + float SPEED
- + override void Init (Attack attack, Vector2 playerPosition, Vector2 targetPosition)
- + override void _PhysicsProcess (double delta)
- + override void OnAreaEntered (Area2D area)
- + void OnBodyEntered (Node2D body)