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┌─────────────────┐
│      Node       │
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```

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()

InventoryDarkEnergyWave

+ override void _Ready()