```
CharacterBody2D



         △
         ╎
       Slime
+ StateMachine
+ AnimationPlayer
+ ViewRange
+ AttackRangeMelee
+ AttackRangeRanged
+ HealthSmall
+ HealthLarge
+ BaseDamage
+ _Ready()
+ _Process()
+ _PhysicsProcess()
+ SetSlimeProperties()
+ GetMagicType()
+ GetSlimeAttackRange()
+ GetSlimeSize()
+ GetViewRange()
+ GetAttackRangeValue()
+ GetDamageValue()
```