

Spell

- + MaxLifeTimeInSeconds
- + timeLeftUntilDeletion
- # attack
- + _Ready()
- + Init()
- + PhysicsProcess()
- + OnAreaEntered()
- + GetTimeUntilDeleteion()



Star

- + SPEED + Init()
- + PhysicsProcess()
- + OnAreaEntered()
- + OnBodyEntered()