

### 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)

# BlackHole

+ override void Init (Attack attack, Vector2 playerPosition, Vector2 targetPosition)

## DarkEnergyWave

- + override void Init (Attack attack, Vector2 playerPosition, Vector2 targetPosition)
- + override void \_PhysicsProcess (double delta)
- + override void OnAreaEntered (Area2D area)

## MoonLight

- + double boost
- + override void Init (Attack attack, Vector2 playerPosition, Vector2 targetPosition)

# Star

- + 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)

### Sun

- + override void Init (Attack attack, Vector2 playerPosition, Vector2 targetPosition)
- + override void \_PhysicsProcess (double delta)
- + Attack CalculateAttack (double distanceToEnemySquared)
- + override void OnAreaEntered (Area2D area)

#### SunBeam

+ override void Init (Attack attack, Vector2 playerPosition, Vector2 targetPosition)