

+ Timer timer

- raid Daady/\
- + override void _Ready()
- + override void _PhysicsProcess
- (double delta)
 + void OnAreaEntered
- + void SetAttack(Attack attack)

(Area2D area)

- + void StartAttack(Attack attack, double delayTime)
- + void EndAttack()
 + void OnTimerTimeout()
- + void OnTimerTimeout()