

## Spell

- + MaxLifeTimeInSeconds
- + timeLeftUntilDeletion
- # \_attack
- + \_Ready()
- + Init()
- + \_PhysicsProcess()
- + OnAreaEntered()
- + GetTimeUntilDeleteion()



## Sun

- + Init()
- + \_PhysicsProcess()
- + CalculateAttack()
- + OnAreaEntered()