

## State

- + CharacterBody2D Parent
- + AnimationPlayer Animations
- + virtual bool CanEnter()
- + virtual void Enter()
- + virtual void Exit()
- + virtual State ProcessInput (InputEvent @event)
- + virtual State ProcessFrame (double delta)
- + virtual State ProcessPhysics (double delta)
- + virtual void UpdateAnimations()



## PlayerMoving

- + double SPEED
- + State Idle
- + State Dashing
- + State SpellCasting
- + override State ProcessInput (InputEvent @event)
- + override State ProcessPhysics (double delta)
- + override void UpdateAnimations()