

Spell

- + double MaxLifeTimeInSeconds
- + double _timeLeftUntilDeletion
- # Attack attack
- + override void Ready()
- virtual void Init(Attack attack, Vector2 playerPosition, Vector2 targetPosition)
- + override void _PhysicsProcess (double delta)
- + virtual void OnAreaEntered (Area2D area)
- + double GetTimeUntilDeleteion()

MoonLight

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