```
Area2D
```

```
ShootingAttackProjectile
```
+ float SPEED

+ double MaxLifeTimeInSeconds

+ double HomingTimer

+ override void _Ready()

+ void Init(Attack attack)

+ override void _PhysicsProcess
  (double delta)

+ void OnAreaEntered
  (Area2D area)

+ void OnBodyEntered
  (Node2D body)