CharacterBody2D

Player

- + StateMachine StateMachine
 - + AnimationPlayer Animation Player
- + override void _Ready()
- + override void _Process

(double delta)

- + override void _PhysicsProcess (double delta)
- + override void Unhandled
- Input(InputEvent @event)
 + void EquipAugmentInSlot
- (Augment augment, int slot)+ void UnEquipAugmentFromSlot
- (int slot)
 + void RecalculateAugmentEffects()
 - + void RecalculateAugmentΕπεcts(+ void TestEquip()
 - + void OpenAugmentInventory()