

## 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()

## DarkEnergyWave

- + override void Init
  (Attack attack, Vector2 playerPosition, Vector2
  - targetPosition)
- + override void \_PhysicsProcess (double delta)
- + override void OnAreaEntered (Area2D area)