

## 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()



## Star

- + float SPEED
- + override void Init
   (Attack attack, Vector2 playerPosition, Vector2 targetPosition)
- + override void \_PhysicsProcess (double delta)
- + override void OnAreaEntered (Area2D area)
- + void OnBodyEntered (Node2D body)