Resource

## AugmentEffect

- + virtual void Equip (SceneTree sceneTree)
- + virtual void UnEquip (SceneTree sceneTree)
- + virtual string Description()

string

+ augmentEffects / + Description

## Augment

- + void Equip(SceneTree sceneTree)
- + void UnEquip(SceneTree sceneTree)
- + void BuildDescription()
- + AugmentEffect GetAugment Effect(int index)
- + void SetAugmentEffect (int index, AugmentEffect augmentEffect)