

## **InventorySpell**

- + double CastTime
- + double CoolDown
- + double BaseDamage
- + double Damage
- + MagicType MagicType
- # HealthComponent \_playerHealth Component
- # PackedScene spellScene
- + override void \_Ready()
- virtual void Cast(Vector2 playerPosition, Vector2 targetPosition)
- + void ResetDamage()
- + void AddOnCastAugmentEffect (OnCastAugmentEffect onCastAugment Effect)
- + void ClearOnCastAugmentEffects()
- + List< OnCastAugmentEffect
  - > GetOnCastAugmentEffects()

InventoryMoonLight
+ override void \_Ready()