Area2D

HealthComponent

+ Healthbar healthbar
+ delegate void DeathEvent Handler()
+ override void _Ready()
+ void TakeDamage(Attack attack)
+ void SetMaxHP(double newMaxHP)
+ double GetMaxHP()
+ void SetArmor(double armorSun, double armorCosmic, double armorDark)
+ double GetCurrentHP()
+ double GetArmorOfType (MagicType type)
+ void ModifyArmor(MagicType magicType, double flatArmorChange)

HurtBoxChargeAttack

+ override void _Ready()
+ override void _PhysicsProcess (double delta)
+ void OnAreaEntered (Area2D area)
+ void SetAttack(Attack attack)
+ void StartAttack(Attack attack, double timeLeft)
+ void EndAttack()

HurtBoxStompingAttack

+ Timer timer
+ override void _Ready()
+ override void _PhysicsProcess (double delta)
+ void OnAreaEntered (Area2D area)
+ void SetAttack(Attack attack)
+ void StartAttack(Attack attack, double delayTime)
+ void EndAttack()
+ void OnTimerTimeout()

MeleeAttackHurtBox

+ override void _Ready()
+ override void _PhysicsProcess (double delta)
+ void OnAreaEntered (Area2D area)
+ void SetAttack(Attack attack)
+ void StartAttack(Attack attack, double timeLeft)
+ void EndAttack()

RangedAttack

+ float SPEED
+ double MaxLifeTimeInSeconds
+ void Init(Attack attack, Vector2 direction)
+ override void _PhysicsProcess (double delta)
+ void OnAreaEntered (Area2D area)
+ void OnBodyEntered (Node2D body)

RoomExit

+ Direction Direction
+ delegate void PlayerEntered DoorEventHandler(Direction direction)
+ override void _Ready()
+ void RegisterExit()
+ void UnregisterExit()

ShootingAttackProjectile

+ float SPEED
+ double MaxLifeTimeInSeconds
+ double HomingTimer
+ override void _Ready()
+ void Init(Attack attack)
+ override void _PhysicsProcess (double delta)
+ void OnAreaEntered (Area2D area)
+ void OnBodyEntered (Node2D body)

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()

BasicSpell

+ 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)

BlackHole

+ override void Init (Attack attack, Vector2 playerPosition, Vector2 targetPosition)

DarkEnergyWave

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

MoonLight

+ double boost
+ override void Init (Attack attack, Vector2 playerPosition, Vector2 targetPosition)

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)

Sun

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

SunBeam

+ override void Init (Attack attack, Vector2 playerPosition, Vector2 targetPosition)