```
┌─────────┐   ┌──────────────────┐   ┌──────────────────┐
│  Node   │   │ CharacterBody2D  │   │ AnimationPlayer  │
├─────────┤   ├──────────────────┤   ├──────────────────┤
├─────────┤   ├──────────────────┤   ├──────────────────┤
└─────────┘   └──────────────────┘   └──────────────────┘
```

+Parent   +Animations

State

+ virtual bool CanEnter()

+ virtual void Enter()

+ virtual void Exit()

+ virtual State ProcessInput
  (InputEvent @event)

+ virtual State ProcessFrame
  (double delta)

+ virtual State ProcessPhysics
  (double delta)

+ virtual void UpdateAnimations()

+Idle

PlayerSpellCasting

+ override void Enter()

+ override bool CanEnter()

+ override State ProcessPhysics
  (double delta)