

Spell

- + MaxLifeTimeInSeconds
- + _timeLeftUntilDeletion
- # _attack
- + _Ready()
 - + Init()
- + _PhysicsProcess()
- + OnAreaEntered()
- + GetTimeUntilDeleteion()



DarkEnergyWave

- + Init()
- + _PhysicsProcess()
- + OnAreaEntered()