

Stats Component → Inherit from "something" to make it easier to find

↳ Delegate arrays as variables

↳ E.g., On Calculate Stat (Stat, ^{original}~~prev~~ value)

Affinities Component → Inherit from same "something"

↳ Delegate arrays still

↳ E.g., On Calculate Max Affinities (original)

Effects Component

↳ Houses all effects

↳ Calls to detach all effects from (e.g., Stats Component)

↳ Calls ~~each~~ each Effect to attach itself (once!)

Effect ^(struct) → Each unique & coded by hand | Overloadable

↳ Can ~~attach~~ populate specific classes' delegates "Attach"