```
SpellNode
# x
# y
# z
# connectedNodes
# nowInTick
# type
+ SpellNode()
+ ~SpellNode()
+ isEnergyNode()
+ connectNode()
+ tick()
+ inTick()
+ getDistance()
+ getType()
+ iterrator()
+ getConnectedNodes()
+ getX()
+ getY()
+ getZ()
+ write()
+ read()
# onTick()
     EnergyNode
   # energy
  + EnergyNode()
   + EnergyNode()
   + isEnergyNode()
   + getEnergy()
   + transferEnergy()
   # onTick()
       AimNode
     + AimNode()
```