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()