```
SpellNode
# x
# y
# 7
# connectedNodes
# nowInTick
# type
+ SpellNode()
+ ~SpellNode()
+ isEnergyNode()
+ connectNode()
+ tick()
+ inTick()
+ getDistance()
+ getType()
+ iterrator()
+ getConnectedNodes()
+ getX()
+ getY()

    getZ()

+ write()
+ read()
# onTick()
             #fromNode
         IEvent
      + IEvent()
      + getNode()
      + commit()
       HeatEvent
+ HeatEvent()
+ commit()
+ getTempFromEnergy()
```