```
SpellNode
# x
# y
# z
# connectedNodes
# nowInTick
# type
+ SpellNode()
+ ~SpellNode()
+ isEnergyNode()
+ connectNode()
+ tick()
+ inTick()
+ getDistance()
+ getType()
+ iterrator()
+ getConnectedNodes()
+ getX()
+ getY()
+ getZ()
+ write()
+ read()
# onTick()
            #fromNode
         IEvent
      + IEvent()
      + getNode()
      + commit()
      MoveEvent
    + MoveEvent()
    + commit()
```