```
SpellNode
# x
# v
# z
# connectedNodes
# nowInTick
+ SpellNode()
+ ~SpellNode()
+ isEnergyNode()
+ connectNode()
+ tick()
+ inTick()
+ getDistance()
# onTick()
   Energy Node
# energy
+ EnergyNode()
+ isEnergyNode()
```

+ getEnergy()
+ transferEnergy()

onTick()