

  TagbackGrenade

  useEffect(Playevoid

  getTarget(Player


  setTarget(Playevoid

  Newton

  useEffect(Playe void

  getMoveto(Space

  setMoveto(Spacvoid

  TargetingScope

  useEffect(Playevoid

  getTarget(Player

  setTarget(Playevoid

  Teleporter

  useEffect(Playe void

  getMoveto(Space

  setMoveto(Spacvoid