TagbackGrenade

se a useEffect(Playevoid
se a getTarget(Playevoid
setTarget(Playevoid

Newton

useEffect(Playe void

getMoveto( Space

setMoveto(Spacooid

☐ a TargetingScope
☐ useEffect(Playevoid
☐ a getTarget(Playevoid
☐ a setTarget(Playevoid

♠ a Teleporter
 ➡ a useEffect(Playe void
 ➡ a getMoveto( Space
 ➡ a setMoveto(Spacovoid