```
                    ┌─────────────────────┐
                    │     BaseSystem      │
                    ├─────────────────────┤
                    │                     │
                    ├─────────────────────┤
                    │ + BaseCalculate()   │
                    │ + ~BaseSystem()     │
                    └─────────────────────┘
```

**BaseSystem**

+ BaseCalculate()
+ ~BaseSystem()

**DamageDeltSystem**

- owner
- singleTarget
- targets
- totalDamageValue
- totalDamageValues

+ DamageDeltSystem()
+ DamageDeltSystem()
+ DamageDeltSystem()
+ operator=()
+ operator=()
+ ~DamageDeltSystem()
+ AddTargetToArray()
+ CalculateDamage()
+ OnDestroy()
+ ReturnDamageValues()
+ ReturnTotalDamageValue()
+ SetOwner()
+ SetTarget()
- BaseCalculate()
- CalculateAbilityDamage()
- CalculateItemDamage()
- CalculateMagicalDefence()
- CalculatePhysicalDefence()
- CalculateWeaponDamage()

**EffectSystem**

- target
- targetAction
- targets

+ Addtarget()
+ BaseCalculate()
+ CallculateEffect()
+ EffectSystem()
+ EffectSystem()
+ EffectSystem()
+ OnDestroy()
+ operator=()
+ operator=()
+ RemoveEffect()
+ SetTarget()
+ ~EffectSystem()

**StatSystem**

- target
- targets

+ operator=()
+ operator=()
+ StatSystem()
+ StatSystem()
+ StatSystem()
+ ~StatSystem()
+ Addtarget()
+ CalculateStat()
+ ModifiyStat()
+ OnDestroy()
+ SetTarget()
- AddStatModifier()
- AddTmpModifier()
- BaseCalculate()
- RemoveModifier()
- RemoveTmpModifier()