## 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()