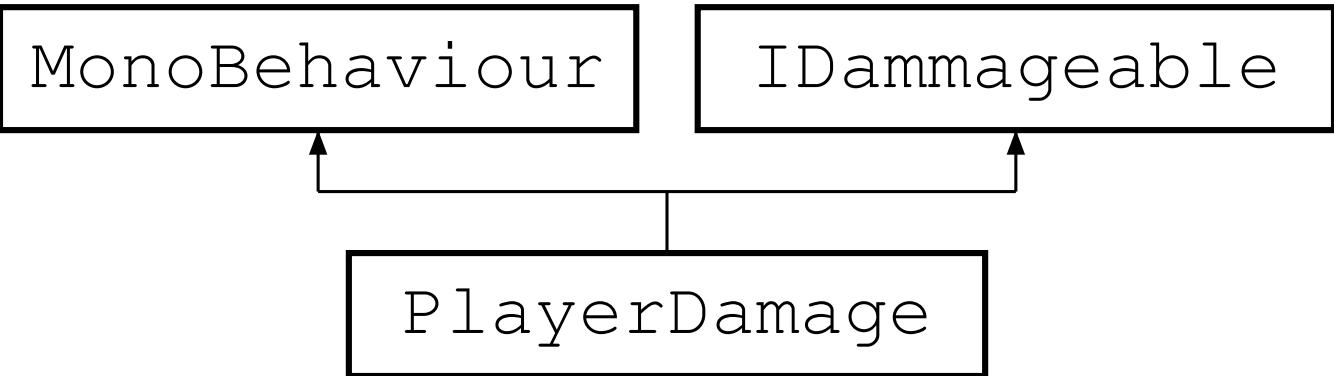
MonoBehaviour
IDammageable
PlayerDamage