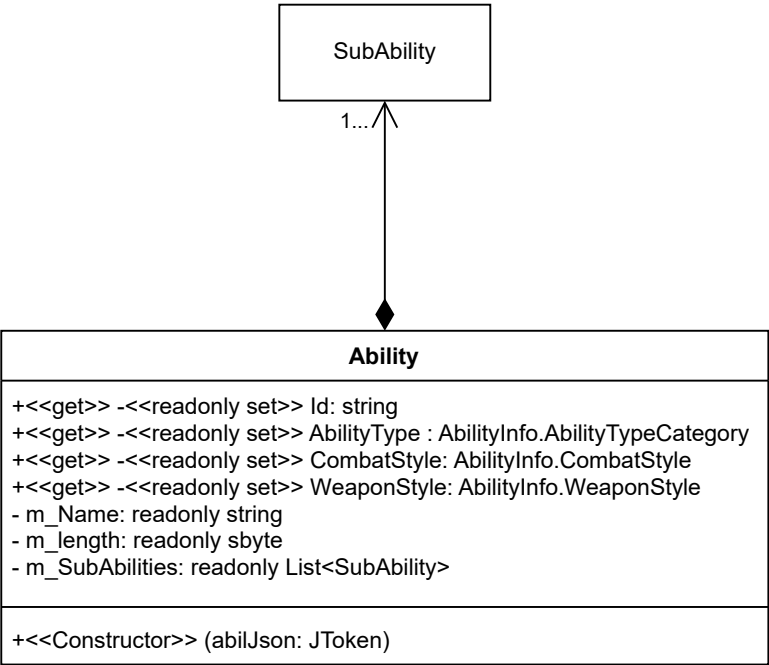## AbilityInfo

+ DamageTypeCategory: enum
+ AbilityTypeCategory: enum
+ CombatStyle: enum
+ WeaponStyle: enum
+<<get>>-<<readonly set>> AbilityTypes: List<string>
+<<get>>-<<readonly set>> CombatStyles: List<string>
+<<get>>-<<readonly set>> WeaponStyles: List<string>

+<<Constructor>> ()

SubAbility
+<<get>>-<<readonly set>> DamageType: AbilityInfo.DamageTypeCategory - m_MinDamage: readonly double - m_MaxDamage: readonly double - m_BaseNumHits: readonly ushort = 1
+<<Constructor>> (subAbilJson: JToken, name: string = "") +DamageRange(): double

```
                        ┌─────────────────────┐
                        │      SubAbility      │
                        │                      │
                        └─────────────────────┘
                              1.../△
                                 │
                                 │
                                 │
                                 ◆
┌─────────────────────────────────────────────────────────────────┐
│                            Ability                              │
├─────────────────────────────────────────────────────────────────┤
│ +<<get>> -<<readonly set>> Id: string                           │
│ +<<get>> -<<readonly set>> AbilityType : AbilityInfo.AbilityTypeCategory │
│ +<<get>> -<<readonly set>> CombatStyle: AbilityInfo.CombatStyle │
│ +<<get>> -<<readonly set>> WeaponStyle: AbilityInfo.WeaponStyle │
│ - m_Name: readonly string                                       │
│ - m_length: readonly sbyte                                      │
│ - m_SubAbilities: readonly List<SubAbility>                     │
├─────────────────────────────────────────────────────────────────┤
│ +<<Constructor>> (abilJson: JToken)                             │
└─────────────────────────────────────────────────────────────────┘
```

AbilityLoader
- m_FilePath: readonly string = "/Data/Abilities.json"
+ LoadAbilities(): Dictionary<string, Ability>

AbilityDict
+ <<get>> - <<set>> Instance: AbilityDict - m_Dict: readonly Dictionary<string, Ability>
<<Constructor>> () + GetFilteredAbilities(ICriteria<Ability> filterCriteria): List<Ability>