**Rigging Graph:**

1. Enumerations:
   1. *NodeType:*
      1. Description:  
         The class of the rigging node.
      2. Values:  
         ROOT, BRANCH, LEAF
2. Classes:
   1. *RigNode:*
      1. Description:  
         Abstract class to group all rigging graph nodes.
      2. Properties:
         1. \_type NodeType:  
            Describes the class of this node.
   2. *FloNode:*
      1. Description:  
         A free-floating node that isn’t part of an aggregation.
      2. Properties:
         1. \_pos Point:  
            Location of this node in its aggregation field.
   3. *AggNode:*
      1. Description:  
         A stationary node that’s part of an aggregation.
      2. Properties:
         1. \_neighbors List<RigNode>:  
            List of nodes connected to this one.
   4. *AggSpace:*
      1. Fields:
         1. \_count int:  
            Number of nodes currently in the aggregation space.
         2. \_max int:  
            Number of nodes to spawn in the aggregation space.
         3. \_space RigNode[,]:  
            Space in which aggregation occurs.
      2. Methods:
         1. void Walk():  
            Preforms a walk for free-floating nodes present in the graph.
         2. void