

Horizon::Zone::Traits  
::Status::initialize

Horizon::Zone::Traits  
::Status::initialize

Horizon::Zone::Traits  
::Status::set\_damage  
\_motion

```
graph LR; A[Horizon::Zone::Traits::Status::initialize] --> C[Horizon::Zone::Traits::Status::set_damage_motion]; B[Horizon::Zone::Traits::Status::initialize] --> C;
```