```
gameplay.ai.mood.Mood
# betravalThreshold
# slaveryThreshold
# moodsBetrayalCount
# moodsSlaveryCount
# nextMoods
# previousMoods
+ Mood()
+ getBetravalThreshold()
+ getSlaveryThreshold()
+ getMoodsBetrayalCount()
+ getMoodsSlaveryThreshold()
+ incrementBetrayalCount()
+ incrementSlaveryCount()
+ getNextMood()
+ getPreviousMood()
gameplay.ai.mood.Depression
```

+ Depression()