















WeaponEffect

- gson: Gson

- file: FileReader

- effDmg: int

- effMark: int

- effAoe: AreaOfEffect

- effNrTarget: int

- effTargetPerSquare: TargetPerSquare

- mustMoveNoOfSquareTarget: int

- mustMoveTargetAOE: AreaOfEffect

- mustMoveNoOfSquareYouserff: int

- mustMoveYouserffAOE: AreaOfEffect

- mustMoveTarget: boolean

- mustMoveYouserff: boolean

- optionalMoveNoOfSquareTarget: int

- optionalMoveTargetAOE: AreaOfEffect

- optionalMoveNoOfSquareYouserff: int

- optionalMoveYouserffAOE: AreaOfEffect

- optionalMoveTarget: boolean

- optionalMoveYouserff: boolean

+ activateEffect(targetPlayer: Player, fromPlayer: Player)

+ Getter for all attributes





