Node

+ iteration_index

+ Node()
+ ~Node()
+ get_name()
+ set_name()
+ _ready()
+ _process()
+ _input()
+ _unhandled_input()
+ add_child()
+ get_child_count()
+ get_child()
+ get_parent()
+ get_children()

CanvasItem

+ visible

+ CanvasItem()
+ ~CanvasItem()
+ _draw()