CritterEffect

stacks
damage
speedModifier
cycles
elapsedTicks
type

+ CritterEffect()
+ CritterEffect()
+ ~CritterEffect()
+ getDamage()
+ getSpeedModifer()
+ getStacks()
+ getCycles()
+ getElapsedTicks()
+ applyEffect()
+ addStacks()
+ tick()
+ isEqual()

Shock

+ Shock()
+ ~Shock()