

## CritterEffect

# stacks  
# damage  
# speedModifier  
# cycles  
# elapsedTicks  
# type

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