```
CritterEffect
# stacks
# damage
# speedModifier
# cvcles
# elapsedTicks
# type
+ CritterEffect()
+ CritterEffect()
+ ~CritterEffect()
+ getDamage()
+ getSpeedModifer()
+ getStacks()
+ getCycles()
+ getElapsedTicks()
+ applyEffect()
+ addStacks()
+ tick()
+ isEqual()
      Freeze
+ Freeze()
+ ~Freeze()
+ getDamage()
```

+ getSpeedModifer()