

EnemyParameters.NoHitPlayer

```
graph LR; A[EnemyParameters.NoHitPlayer] --> B[EnemyParameters.SetLayer]; B --> B;
```

The diagram consists of two rectangular boxes. The left box is gray and contains the text 'EnemyParameters.NoHitPlayer'. A straight blue arrow points from the right side of this box to the left side of the right box. The right box is white and contains the text 'EnemyParameters.SetLayer'. A curved blue arrow starts from the top of the right box and points back to the top of the same box, indicating a self-referencing relationship.

EnemyParameters.SetLayer