

entity.EntitySetter.setEnemies

```
graph LR; A[entity.EntitySetter.setEnemies] --> B[game.World.addEnemy]; A --> C[entity.Enemy.setStats];
```

The diagram illustrates a method call. A gray rectangular box on the left contains the text 'entity.EntitySetter.setEnemies'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing 'game.World.addEnemy'. The bottom arrow points to another white rectangular box containing 'entity.Enemy.setStats'.

game.World.addEnemy

entity.Enemy.setStats