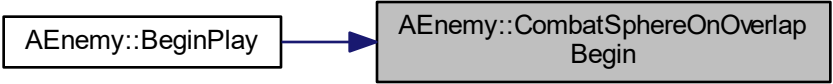


AEnemy::BeginPlay



```
graph LR; A[AEnemy::BeginPlay] --> B[AEnemy::CombatSphereOnOverlapBegin];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is white with a black border and contains the text 'AEnemy::BeginPlay'. A dark blue arrow points from the right side of this box to the left side of the right box. The right box is light gray with a black border and contains the text 'AEnemy::CombatSphereOnOverlap' on the top line and 'Begin' on the bottom line.

AEnemy::CombatSphereOnOverlap
Begin