

setStartHp



```
graph LR; A[setStartHp] --> B[helpz.Constants.Enemy.getStartHp];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'setStartHp'. A blue arrow points from the right side of this box to the left side of the right box. The right box is white with a black border and contains the text 'helpz.Constants.Enemy.getStartHp' on two lines.

helpz.Constants.Enemy.getStartHp