

Source/Warrior/Public
/Characters/WarriorEnemyCharacter.h

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graph BT; A["Source/Warrior/Private/AbilitySystem/Abilities/WarriorEnemyGameplayAbility.cpp"] --> C["Source/Warrior/Public/Characters/WarriorEnemyCharacter.h"]; B["Source/Warrior/Private/Characters/WarriorEnemyCharacter.cpp"] --> C;
```

The diagram illustrates the relationship between three source files. At the top is a header file, 'Source/Warrior/Public/Characters/WarriorEnemyCharacter.h', which is shaded gray. Below it are two source files: 'Source/Warrior/Private/AbilitySystem/Abilities/WarriorEnemyGameplayAbility.cpp' on the left and 'Source/Warrior/Private/Characters/WarriorEnemyCharacter.cpp' on the right. Both source files have blue arrows pointing to the header file, indicating that they include it.

Source/Warrior/Private
/AbilitySystem/Abilities
/WarriorEnemyGameplayAbility.cpp

Source/Warrior/Private
/Characters/WarriorEnemyCharacter.cpp