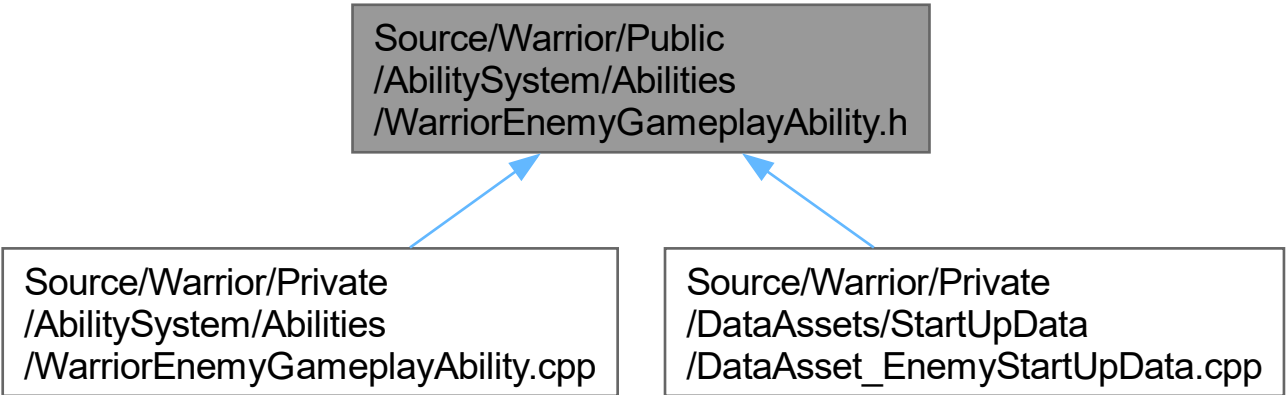


Source/Warrior/Public  
/AbilitySystem/Abilities  
/WarriorEnemyGameplayAbility.h



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

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

Source/Warrior/Private  
/DataAssets/StartUpData  
/DataAsset\_EnemyStartUpData.cpp