

Source/Warrior/Public
/Components/Combat/EnemyCombat
Component.h

```
graph BT; A["Source/Warrior/Private  
/Characters/WarriorEnemyCharacter.cpp"] --> C["Source/Warrior/Public  
/Components/Combat/EnemyCombat  
Component.h"]; B["Source/Warrior/Private  
/Components/Combat/EnemyCombat  
Component.cpp"] --> C;
```

The diagram illustrates a file dependency structure. At the top is a grey box representing the header file 'Source/Warrior/Public/Components/Combat/EnemyCombatComponent.h'. Below it are two white boxes representing source files. The left box is 'Source/Warrior/Private/Characters/WarriorEnemyCharacter.cpp' and the right box is 'Source/Warrior/Private/Components/Combat/EnemyCombatComponent.cpp'. Blue arrows point from each source file box up to the header file box, indicating that both source files include the header file.

Source/Warrior/Private
/Characters/WarriorEnemyCharacter.cpp

Source/Warrior/Private
/Components/Combat/EnemyCombat
Component.cpp