

Source/Warrior/Public
/GameModes/WarriorBaseGameMode.h

```
graph TD; A["Source/Warrior/Public  
/GameModes/WarriorBaseGameMode.h"] --> B["CoreMinimal.h"]; A --> C["GameFramework/GameModeBase.h"]; A --> D["WarriorBaseGameMode.generated.h"];
```

CoreMinimal.h

GameFramework/GameModeBase.h

WarriorBaseGameMode.generated.h