

AWarriorWeaponBase  
::AWarriorWeaponBase

```
graph LR; A[AWarriorWeaponBase  
::AWarriorWeaponBase] --> B[AWarriorWeaponBase  
::OnCollisionBoxBeginOverlap]; A --> C[AWarriorWeaponBase  
::OnCollisionBoxEndOverlap];
```

The diagram illustrates a class hierarchy. On the left is a gray box representing the base class, 'AWarriorWeaponBase', with a constructor '::AWarriorWeaponBase'. Two blue arrows originate from the right side of this box. The top arrow points to a white box representing a derived class with the method '::OnCollisionBoxBeginOverlap'. The bottom arrow points to another white box representing a derived class with the method '::OnCollisionBoxEndOverlap'.

AWarriorWeaponBase  
::OnCollisionBoxBeginOverlap

AWarriorWeaponBase  
::OnCollisionBoxEndOverlap