Source/Warrior/Public /DataAssets/StartUpData /DataAsset\_StartUpDataBase.h

Source/Warrior/Private
/Characters/WarriorEnemyCharacter.cpp

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

Source/Warrior/Public
/DataAssets/StartUpData
/DataAsset\_EnemyStartUpData.h

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

Source/Warrior/Public
/DataAssets/StartUpData
/DataAsset\_HeroStartUpData.h

Source/Warrior/Private
/Characters/WarriorHeroCharacter.cpp

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