

IModuleInterface

```
classDiagram
    class IModuleInterface {
    }
    class FBattle_BoxModule {
        +StartupModule()
        +ShutdownModule()
    }
    IModuleInterface <|-- FBattle_BoxModule
```

The diagram illustrates a class hierarchy. At the top is the 'IModuleInterface' class, represented by a white box with a black border and two empty internal compartments. Below it is the 'FBattle_BoxModule' class, represented by a gray box with a black border and three compartments. The top compartment of 'FBattle_BoxModule' contains the class name. The bottom compartment contains two public methods: '+ StartupModule()' and '+ ShutdownModule()'. A blue arrow with an open triangular head points from the 'FBattle_BoxModule' class up to the 'IModuleInterface' class, indicating that 'FBattle_BoxModule' inherits from 'IModuleInterface'.

FBattle_BoxModule

+ StartupModule()
+ ShutdownModule()