

EnemyAttack\_BTTask  
::ReceiveExecute



```
graph LR; A[EnemyAttack_BTTask::ReceiveExecute] --> B[Enemy_Character::onAttack]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'EnemyAttack\_BTTask' on the top line and '::ReceiveExecute' on the bottom line. The right box is white with a black border and contains the text 'Enemy\_Character::onAttack'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Enemy\_Character::onAttack