IEnemyObserver

+ virtual void Update (float Health)=0

AAIBitingEnemy

- + TSubclassOf< AAIBitingEnemy> Self
- # bool IsAttacking
- # int MaxHP
- # int CurrentHP
- # int CharacterDamage
- # UCapsuleComponent * PlayerCapsuleComponent
- # UBehaviorTree * BehaviorTree
- + AAIBitingEnemy()
- virtual void Tick(float DeltaTime) override
- + virtual void SetupPlayer
 InputComponent(class UInputComponent
 *PlayerInputComponent) override
- + virtual int DealDamage() override
- + virtual void GetDamage (int Damage) override
- + virtual IEnemyInterface

 * Clone(FVector Location)
 override
- + void OnHit(UPrimitiveComponent
 *HitComponent, AActor *OtherActor,
 UPrimitiveComponent *OtherComponent,
 FVector NormalImpulse, const FHitResult &Hit)
- + virtual FGenericTeamId GetGenericTeamId() const override
- + virtual UBehaviorTree* GetBehaviourTree()override
- + virtual void Update (float Health) override
- # virtual void BeginPlay () override
- # virtual void Die() override

AAIExplodingEnemy

- + TSubclassOf< AAIExploding Enemy > Self
- # bool IsAttacking
- # int MaxHP
- # int CurrentHP
- # int CharacterDamage
- # UCapsuleComponent * PlayerCapsuleComponent
- # UBehaviorTree * BehaviorTree
- + AAIExplodingEnemy()
- + virtual void Tick(float DeltaTime) override
- + virtual void SetupPlayer
 InputComponent(class UInputComponent
 *PlayerInputComponent) override
- + virtual int DealDamage () override
- virtual void GetDamage (int Damage) override
- + virtual IEnemyInterface

 * Clone(FVector Location)
 override
- + void OnHit(UPrimitiveComponent
 *HitComponent, AActor *OtherActor,
 UPrimitiveComponent *OtherComponent,
 FVector NormalImpulse, const FHitResult &Hit)
- + virtual FGenericTeamId GetGenericTeamId() const override
- + virtual UBehaviorTree* GetBehaviourTree()override
- + virtual void Update (float Health) override
- # virtual void BeginPlay () override
- # virtual void Die() override