

ASessionGameMode::BeginPlay



```
graph LR; A[ASessionGameMode::BeginPlay] --> B[ASessionGameMode::Create Enemies]
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is white with a black border and contains the text 'ASessionGameMode::BeginPlay'. The right box is gray with a black border and contains the text 'ASessionGameMode::Create Enemies' on two lines.

ASessionGameMode::Create
Enemies