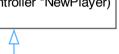


AKursovaGameModeBase

- + float Hour
- + AKursovaGameModeBase()
- + virtual void PostLogin (APlayerController *NewPlayer) override



- **ASessionGameMode**
- TSubclassOf< UMainMapBuilder > MainMapBuilderClass
- UMainMapBuilder * MainMap
- FVector2D GeneralUniversal
- Dimensions
- TSubclassOf< UEasyModeFactory
- > EasyModeFactoryClass TSubclassOf< UMediumMode
- Factory > MediumModeFactoryClass TSubclassOf< UHardModeFactory
- > HardModeFactoryClass
- TSubclassOf< UGoblinCreator > GoblinCreatorClass
- # UGoblinCreator * GoblinCreator
 - TSubclassOf< USkeletonCreator
 - > SkeletonCreatorClass
 - **USkeletonCreator**
- SkeletonCreator
- TSubclassOf< ACoolItem > CoolItemClass
- # ACoolItem * CoolItem TSubclassOf< AHealthItem
- > HealthItemClass
- TArray< AHealthItem
 * > HealthItems
- - TSubclassOf< AArmorItem
 - > ArmorItemClass

 - TArray< AArmorItem

 * > ArmorItems
 - TArray< |EnemyInterface
 - > Enemies

 - # int NumberOfBiters
 - # int NumberOfShooters
 - # int NumberOfSuicidal
- # FString DifficultyMode
- TScriptInterface< IModeFactory > ModeFactory
- # FTimerHandle ScoreTimerHandle
- virtual void PostLogin (APlayerController *NewPlayer)
- override
- + void UpdateEnemies()
- # virtual void BeginPlay
- () override # void CreateEnemies
- (IIEnemyCreator *EnemyCreator, IEnemyCreationMode *CreationMode)
- # void CreateHardPoint()
 - # void HandleHardPointCapture() # TScriptInterface< IModeFactory
- - SetDifficultyMode(const FString & Difficulty)