AActor

ICubeInterface

- + virtual void DestroyCube()=0
- + virtual void ChangeColor()=0
- virtual UStaticMeshComponent
 - * GetStaticMeshComponent()=0

ACube

- # UStaticMeshComponent
 * StaticMeshComponent
- # UMaterial * DefaultMaterial
- # bool bPositiveRotation
- # bool bNegativeRotation
- # float RotationSpeed
- + ACube()
- + virtual void DestroyCube () override
- + virtual UStaticMeshComponent* GetStaticMeshComponent
 - () override
- + virtual void ChangeColor
 - () override
- + void AddPositiveRotation()
- + void AddNegativeRotation()
- + static ICubeInterface
 - * CreateCube(TSubclassOf

< UObject > CubeClass, UWorld

- *World)
- # virtual void BeginPlay
 - () override
- # virtual void Tick(float DeltaSeconds) override