ICubeInterface

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

AActor

ACubeBaseDecorator

ICubeInterface * Wrappee
+ ACubeBaseDecorator()
+ void Wrap(ICubeInterface   *Source)

+ virtual ICubeInterface
   * CreateCube(ICubeInterface
   *Source, TSubclassOf< UObject
   > CubeClass, UWorld *World)

+ virtual void DestroyCube   () override
+ virtual void ChangeColor   () override

+ virtual UStaticMeshComponent
   * GetStaticMeshComponent
   () override

virtual void BeginPlay   () override

ABlueCubeDecorator

+ virtual ICubeInterface
   * CreateCube(ICubeInterface
   *Source, TSubclassOf< UObject
   > CubeClass, UWorld *World) override

+ virtual void DestroyCube   () override
+ virtual void ChangeColor   () override

+ virtual UStaticMeshComponent
   * GetStaticMeshComponent
   () override

virtual void BeginPlay   () override