IIEnemyCreator

+ virtual IEnemyInterface
  * CreateEnemies(EEnemyType
  EnemyType)=0
+ virtual IEnemyInterface
  * CreateBitingEnemies
  (FVector2D MapSize)=0
+ virtual IEnemyInterface
  * CreateShootingEnemies
  (FVector2D MapSize)=0
+ virtual IEnemyInterface
  * CreateExplodingEnemies
  (FVector2D MapSize)=0

UGoblinCreator

+ TSubclassOf< AAIBitingEnemy
  > BitingGoblin
+ TSubclassOf< AAIBitingEnemy
  > ShootingGoblin
+ TSubclassOf< AAIExploding
  Enemy > ExplodingGoblin
+ TMap< EEnemyType, TScript
  Interface< IEnemyInterface
  > > EnemyPrototypes

+ virtual IEnemyInterface
  * CreateEnemies(EEnemyType
  EnemyType) override
+ virtual IEnemyInterface
  * CreateBitingEnemies
  (FVector2D MapSizeRed)
  override
+ virtual IEnemyInterface
  * CreateShootingEnemies
  (FVector2D MapSizeRed) override
+ virtual IEnemyInterface
  * CreateExplodingEnemies
  (FVector2D MapSizeRed) override
+ static UGoblinCreator
  * Create(ASessionGameMode
  *Owner, TSubclassOf< UGoblinCreator
  >const &GoblinCreatorClass, const
  FVector2D &Map)

USkeletonCreator

+ TSubclassOf< AAIBitingEnemy
  > BitingSkeleton
+ TSubclassOf< AAIBitingEnemy
  > ShootingSkeleton
+ TSubclassOf< AAIExploding
  Enemy > ExplodingSkeleton
+ TMap< EEnemyType, TScript
  Interface< IEnemyInterface
  > > EnemyPrototypes

+ virtual IEnemyInterface
  * CreateEnemies(EEnemyType
  EnemyType) override
+ virtual IEnemyInterface
  * CreateBitingEnemies
  (FVector2D MapSizeRed)
  override
+ virtual IEnemyInterface
  * CreateShootingEnemies
  (FVector2D MapSizeRed) override
+ virtual IEnemyInterface
  * CreateExplodingEnemies
  (FVector2D MapSizeRed) override
+ static USkeletonCreator
  * Create(ASessionGameMode
  *Owner, TSubclassOf< USkeletonCreator
  >const &GoblinCreatorClass, const
  FVector2D &Map)