

ASessionGameMode::BeginPlay



```
graph LR; A[ASessionGameMode::BeginPlay] --> B[UMainMapBuilder::BuildGeneral Walls]
```

The diagram illustrates a function call sequence. On the left, a white rectangular box with a black border contains the text 'ASessionGameMode::BeginPlay'. A blue arrow points from the right side of this box to the left side of a second box on the right. The second box is gray with a black border and contains the text 'UMainMapBuilder::BuildGeneral Walls'.

UMainMapBuilder::BuildGeneral
Walls