```
┌─────────────────┐
│  ANiagaraActor  │
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         △
         │
┌──────────────────────────────────┐
│           AAbstractItem           │
├──────────────────────────────────┤
│                                    │
├──────────────────────────────────┤
│ + virtual void PostRegister        │
│ AllComponents() override           │
│ + virtual bool GetReferenced       │
│ ContentObjects(TArray<             │
│  UObject * > &Objects) const       │
│  override                          │
│ + virtual AAbstractItem            │
│   * CreatePocketCopy()             │
└──────────────────────────────────┘
         △                    △
         │                    │
```

AArmorItem

USphereComponent *
 SphereComp

+ AArmorItem()

+ virtual void PostRegister
 AllComponents() override

+ virtual bool GetReferenced
 ContentObjects(TArray<
 UObject * > &Objects) const
 override

+ virtual AAbstractItem
  * CreatePocketCopy()
 override

+ static AArmorItem *
 CreateInstance(UWorld
 *World, TSubclassOf<
 AArmorItem > DerivedClass,
 FVector2D MapSize, FActorSpawnParameters
 const &SpawnParameters)

AHealthItem

USphereComponent *
 SphereComp

+ AHealthItem()

+ virtual void PostRegister
 AllComponents() override

+ virtual bool GetReferenced
 ContentObjects(TArray<
 UObject * > &Objects) const
 override

+ virtual AAbstractItem
  * CreatePocketCopy()
 override

+ static AHealthItem
  * CreateInstance(UWorld
 *World, TSubclassOf< AHealthItem
 > DerivedClass, FVector2D MapSize,
 FActorSpawnParameters const &SpawnParameters)