## **IHandler**

- + virtual IHandler \*
  SetNext(IHandler \*Handler)=0
- + virtual bool Handle (AAbstractItem \*PickUpItem)=0

## UAbstractHandler

- + virtual IHandler \*
  SetNext(IHandler \*Handler)
  override
- + virtual bool Handle (AAbstractItem \*PickUpItem) override

## **UArmorHandler**

- + FAddArmor AddArmor
- + virtual bool Handle (AAbstractItem \*PickUpItem) override

## **UHealthHandler**

- + FAddHealth AddHealth
- + virtual bool Handle (AAbstractItem \*PickUpItem) override