```
+-------------------+        +-----------------------------------+
|     UObject       |        |          IModeFactory             |
+-------------------+        +-----------------------------------+
|                   |        |                                   |
+-------------------+        +-----------------------------------+
|                   |        | + virtual IWeaponInterface        |
|                   |        |   * CreateWeapon()=0               |
+-------------------+        +-----------------------------------+
```

UObject

IModeFactory

+ virtual IWeaponInterface
* CreateWeapon()=0

UHardModeFactory

TSubclassOf< AHardWeapon
> HardWeaponClass

+ virtual IWeaponInterface
* CreateWeapon() override