

UInterface

```
classDiagram
    class UInterface {
    }
    class UEnemyObserver {
    }
    UEnemyObserver --|> UInterface
```

The diagram illustrates a class hierarchy. At the top is the 'UInterface' class, represented by a white box with a black border and three horizontal compartments. The top compartment contains the text 'UInterface', while the other two are empty. Below it is the 'UEnemyObserver' class, represented by a gray box with a black border and three horizontal compartments. The top compartment contains the text 'UEnemyObserver', while the other two are empty. A blue arrow with a hollow triangular head points from the top of the 'UEnemyObserver' box to the bottom of the 'UInterface' box, indicating that 'UEnemyObserver' inherits from 'UInterface'.

UEnemyObserver