

UGoblinCreator::CreateEnemies

USkeletonCreator::Create
Enemies

IEnemyInterface::Clone

```
graph LR; A[UGoblinCreator::CreateEnemies] --> C[IEnemyInterface::Clone]; B[USkeletonCreator::Create Enemies] --> C;
```

The diagram illustrates the Factory Method design pattern. It features three rectangular boxes. On the left, there are two white boxes with black borders. The top box contains the text 'UGoblinCreator::CreateEnemies' and the bottom box contains 'USkeletonCreator::Create Enemies'. On the right, there is a gray box with a black border containing the text 'IEnemyInterface::Clone'. Two blue arrows point from the right side of the two white boxes to the left side of the gray box, indicating that both concrete methods implement the 'Clone' method defined in the 'IEnemyInterface'.