

## ASessionGameMode 4 6 1

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override

- + TSubclassOf< UMainMapBuilder > MainMapBuilderClass
- + UMainMapBuilder \* MainMap Builder
- + FVector2D GeneralUniversal
- **Dimensions**
- TSubclassOf< UEasyModeFactory > EasyModeFactoryClass
- + TSubclassOf< UMediumMode
- Factory > MediumModeFactoryClass + TSubclassOf< UHardModeFactory
- > HardModeFactoryClass
- # TSubclassOf< UGoblinCreator > GoblinCreatorClass
- # UGoblinCreator \* GoblinCreator
- # TSubclassOf< USkeletonCreator
- > SkeletonCreatorClass # USkeletonCreator '
- SkeletonCreator
- # TSubclassOf< ACoolItem > CoolItemClass
- # ACoolItem \* CoolItem
- # TSubclassOf< AHealthItem
- > HealthItemClass
- # TArray< AHealthItem
  \* > HealthItems
- # TSubclassOf< AArmorItem
- > ArmorItemClass
- TArray< AArmorItem
- \* > ArmorItems
- TArray< IEnemyInterface
- ' > Enemies
- # int NumberOfBiters
- # int NumberOfShooters
- # int NumberOfSuicidal
- # FString DifficultyMode

  - # TScriptInterface< IModeFactory
  - > ModeFactory # FTimerHandle ScoreTimerHandle
- - virtual void PostLogin (APlayerController \*NewPlayer)
  - override + void UpdateEnemies()
  - # virtual void BeginPlay
- () override
- # void CreateEnemies
  - (IIEnemyCreator \*EnemyCreator, IEnemyCreationMode \*CreationMode)
- # void CreateHardPoint()
- # void HandleHardPointCapture()
- # TScriptInterface< IModeFactory
  - > SetDifficultyMode(const
  - - FString &Difficulty)