## **IWeaponInterface**



- + virtual void Destroy()=0
- + virtual void SetActorEnable
   Collision(bool bNewActorEnableCollision)=0
- + virtual void AttachToComponent (USceneComponent \*Parent, const FAttachmentTransformRules &AttachmentRules, FName SocketName =NAME\_None)=0



## **AHardWeapon**

- # USkeletalMeshComponent
  \* SkeletalMeshComponent
- # float Damage
- # uint8 Capacity
- + AHardWeapon()
- + virtual void DetachFromActor (const FDetachmentTransformRules &DetachmentTransformRules) override
- + virtual void Destroy
  () override
- + virtual void SetActorEnable
   Collision(bool bNewActorEnableCollision)
   override
- + virtual void AttachToComponent
   (USceneComponent \*Parent,
   const FAttachmentTransformRules
   &AttachmentRules, FName SocketName)
   override
- # virtual void BeginPlay () override