

## **IEnemyCreationMode**

- + FOnEnemyUpdated OnEnemyUpdated
- + virtual void CreateEnemies
  (IIEnemyCreator \*EnemyCreator, TArray< IEnemyInterface \* >
  - \*Enemies)=0



+ virtual void CreateEnemies (IIEnemyCreator \*EnemyCreator, TArray< IEnemyInterface \* >

\*Enemies) override