

IEnemyCreationMode

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

UInfiniteEnemyCreation

- + virtual void CreateEnemies (IIEnemyCreator, *EnemyCreator,
 - TArray< IEnemyInterface * >
 *Enemies) override
- + void Create(IIEnemyCreator
- *EnemyCreator, TArray<
 IEnemyInterface * > *Enemies)