


AAIBitingEnemy::BeginPlay



```
graph LR; A[AAIBitingEnemy::BeginPlay] --> B[AAIBitingEnemy::OnHit];
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is white with a black border and contains the text 'AAIBitingEnemy::BeginPlay'. The right box is gray with a black border and contains the text 'AAIBitingEnemy::OnHit'. A blue arrow points from the right side of the left box to the left side of the right box.

AAIBitingEnemy::OnHit