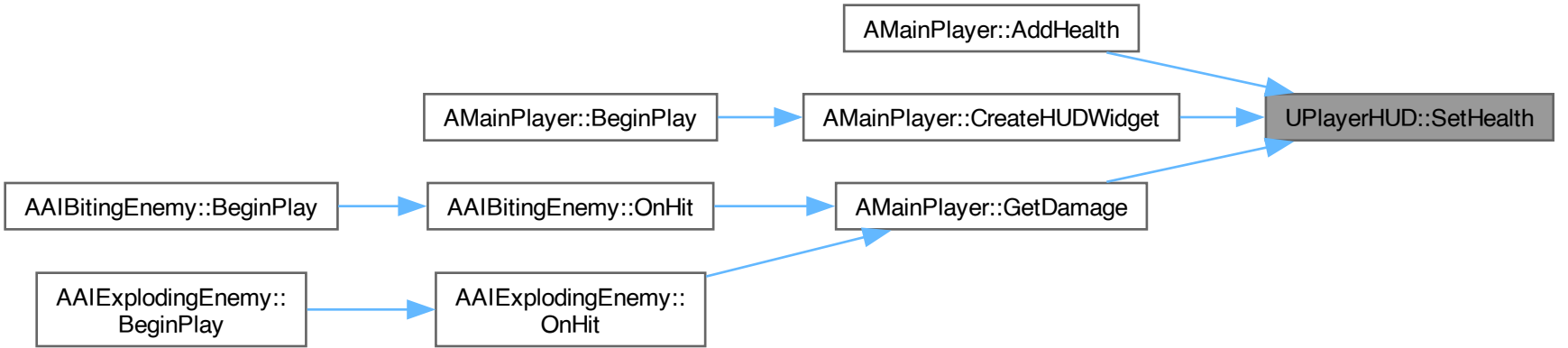
AMainPlayer::AddHealth
AMainPlayer::BeginPlay
AMainPlayer::CreateHUDWidget
UPlayerHUD::SetHealth
AAIBitingEnemy::BeginPlay
AAIBitingEnemy::OnHit
AMainPlayer::GetDamage
AAIExplodingEnemy::
BeginPlay
AAIExplodingEnemy::
OnHit