## **IWeaponInterface**

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

## **AEasyWeapon**

- # UStaticMeshComponent
  - \* StaticMeshComponent
- # float Damage
- # uint8 Capacity
- + AEasyWeapon()
- 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

## **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

## **AMediumWeapon**

- # UStaticMeshComponent
  \* StaticMeshComponent
- # float Damage
- # uint8 Capacity
- + AMediumWeapon()
- + virtual auto DetachFromActor (const FDetachmentTransformRules &DetachmentTransformRules) -> void 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