## **IEnemyInterface**

## **ACharacter**

- + virtual int DealDamage()=0
- + virtual void GetDamage (int Damage)=0
- + virtual UBehaviorTree \* GetBehaviourTree()=0
- + virtual IEnemyInterface
  \* Clone(FVector Location)=0

## IGenericTeamAgentInterface

**IEnemyObserver** 

+ virtual void Update (float Health)=0

## AAIBitingEnemy

- + TSubclassOf< AAIBitingEnemy > Self
- # bool IsAttacking
- # int MaxHP
- # int CurrentHP
- # int CharacterDamage
- # UCapsuleComponent \* PlayerCapsuleComponent
- # UBehaviorTree \* BehaviorTree
- + AAIBitingEnemy()
- + virtual void Tick(float DeltaTime) override
- + virtual void SetupPlayer
   InputComponent(class UInputComponent
   \*PlayerInputComponent) override
- + virtual int DealDamage () override
- + virtual void GetDamage (int Damage) override
- + virtual IEnemyInterface

  \* Clone(FVector Location)
  override
- + void OnHit(UPrimitiveComponent
   \*HitComponent, AActor \*OtherActor,
   UPrimitiveComponent \*OtherComponent,
   FVector NormalImpulse, const FHitResult &Hit)
- + virtual FGenericTeamId GetGenericTeamId() const override
- + virtual UBehaviorTree \* GetBehaviourTree() override
- + virtual void Update (float Health) override
- # virtual void BeginPlay () override
- # virtual void Die()
   override