ICubeInterface

- + virtual void DestroyCube()=0
- + virtual void ChangeColor()=0
- + virtual UStaticMeshComponent
 - * GetStaticMeshComponent()=0

ACube

- # UStaticMeshComponent
 * StaticMeshComponent
- # UMaterial * DefaultMaterial
- # Olviateriai Defaultiviateria
- # bool bPositiveRotation# bool bNegativeRotation
- # float RotationSpeed
- + ACube()
- + virtual void DestroyCube() override
- + virtual UStaticMeshComponent
 * GetStaticMeshComponent
 () override
- + virtual void ChangeColor() override
- + void AddPositiveRotation()
- + void AddNegativeRotation()
- + static ICubeInterface
 - * CreateCube(TSubclassOf
 - < UObject > CubeClass, UWorld *World)
- # virtual void BeginPlay () override
- # virtual void Tick(float DeltaSeconds) override

ACubeBaseDecorator

- # ICubeInterface * Wrappee
- + ACubeBaseDecorator()
- + void Wrap(ICubeInterface *Source)
- + virtual ICubeInterface
 - * CreateCube(ICubeInterface
 - *Source, TSubclassOf< UObject
 - > CubeClass, UWorld *World)
- + virtual void DestroyCube() override
- + virtual void ChangeColor () override
- + virtual UStaticMeshComponent
 * GetStaticMeshComponent
 () override
- # virtual void BeginPlay () override

ABlueCubeDecorator

- + virtual ICubeInterface
 - * CreateCube(ICubeInterface
 - *Source, TSubclassOf< UObject
 - > CubeClass, UWorld *World) override
- + virtual void DestroyCube() override
- + virtual void ChangeColor () override
- + virtual UStaticMeshComponent
 - * GetStaticMeshComponent () override
- # virtual void BeginPlay
 - () override

AGreenCubeDecorator

- + virtual ICubeInterface
 - * CreateCube(ICubeInterface
 - *Source, TSubclassOf< UObject
 - > CubeClass, UWorld *World) override
- + virtual void DestroyCube() override
- + virtual void ChangeColor () override
- + virtual UStaticMeshComponent
 - * GetStaticMeshComponent () override
- # virtual void BeginPlay
 - () override