## **IEnemyCreationMode**

- + FOnEnemyUpdated OnEnemyUpdated
- + virtual void CreateEnemies (IIEnemyCreator \*EnemyCreator, TArray< IEnemyInterface \* > \*Enemies)=0

## **UFiniteEnemyCreation**

+ virtual void CreateEnemies
(IIEnemyCreator \*EnemyCreator,
TArray< IEnemyInterface \* >
\*Enemies) override

## UInfiniteEnemyCreation

- + virtual void CreateEnemies (IIEnemyCreator \*EnemyCreator,
  - TArray< IEnemyInterface \* > \*Enemies) override
- + void Create(IIEnemyCreator
  - \*EnemyCreator, TArray< IEnemyInterface \* > \*Enemies)