```
                    ANiagaraActor




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                      ACoolItem
+ FScoreNotify ScoreNotify
# int CaptureScoreBar
# FTimerHandle TimerHandle
# USphereComponent *
  SphereComp
# static ACoolItem *
  Instance
+ virtual void BeginPlay
  () override
+ virtual void PostRegister
  AllComponents() override
+ virtual bool GetReferenced
  ContentObjects(TArray<
  UObject * > &Objects) const
  override
+ virtual void OnBeginOverlap
  (UPrimitiveComponent *Overlapped
  Component, AActor *OtherActor,
  UPrimitiveComponent *OtherComp,
  int OtherBodyIndex, bool FromSweep,
  const FHitResult &SweepResult)
+ virtual void OnEndOverlap
  (UPrimitiveComponent *Overlapped
  Component, AActor *OtherActor,
  UPrimitiveComponent *OtherComp,
  int OtherBodyIndex)
+ virtual void IncreaseScore()
+ virtual USphereComponent
  * GetSphere()
+ static ACoolItem *
  GetInstance(UWorld
  *World, TSubclassOf
  < ACoolItem > DerivedClass,
  FVector2D MapSize, FActorSpawnParameters
  const &SpawnParameters)
+ static bool ClearInstance()
# ACoolItem()
```

```
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                  ACoolItemDecorator
# ACoolItem * CoolItem
# USphereComponent *
  OwnedSphereComponent
+ virtual void BeginPlay
  () override
+ virtual void PostRegister
  AllComponents() override
+ virtual bool GetReferenced
  ContentObjects(TArray<
  UObject * > &Objects) const
  override
+ virtual void OnBeginOverlap
  (UPrimitiveComponent *Overlapped
  Component, AActor *OtherActor,
  UPrimitiveComponent *OtherComp,
  int OtherBodyIndex, bool FromSweep,
  const FHitResult &SweepResult) override
+ virtual void OnEndOverlap
  (UPrimitiveComponent *Overlapped
  Component, AActor *OtherActor,
  UPrimitiveComponent *OtherComp,
  int OtherBodyIndex) override
+ virtual void IncreaseScore
  () override
+ void SetCoolItem(ACoolItem
  *ControlledCoolItem)
+ void HandleSphere()
+ void DealDamage(AMainPlayer
  *MainPlayer)
+ static ACoolItem *
  GetInstance(UWorld
  *World, TSubclassOf
  < ACoolItem > DerivedClass,
  ACoolItem *CoolItem, FActorSpawn
  Parameters const &SpawnParameters)
+ static bool ClearInstance()
```