

AAIExplodingEnemy::
BeginPlay



```
graph LR; A[AAIExplodingEnemy::BeginPlay] --> B[AAIExplodingEnemy::OnHit];
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is white with a black border and contains the text 'AAIExplodingEnemy::BeginPlay'. The right box is gray with a black border and contains the text 'AAIExplodingEnemy::OnHit'.

AAIExplodingEnemy::
OnHit