

IIEnemyCreator

- + virtual IEnemyInterface
* CreateEnemies(EEnemyType
EnemyType)=0
- + virtual IEnemyInterface
* CreateBitingEnemies
(FVector2D MapSize)=0
- + virtual IEnemyInterface
* CreateShootingEnemies
(FVector2D MapSize)=0
- + virtual IEnemyInterface
* CreateExplodingEnemies
(FVector2D MapSize)=0