

ASessionGameMode::BeginPlay



```
graph LR; A[ASessionGameMode::BeginPlay] --> B[AHealthItem::CreateInstance]
```

The diagram illustrates a function call. On the left, a white rectangular box with a dark border contains the text 'ASessionGameMode::BeginPlay'. A blue arrow points from the right side of this box to the left side of a second box on the right. This second box is gray with a dark border and contains the text 'AHealthItem::CreateInstance'.

AHealthItem::CreateInstance