

UIInterface

```
classDiagram
    class UIInterface {
    }
    class UIEnemyCreator {
    }
    UIEnemyCreator --|> UIInterface
```

The diagram illustrates a class hierarchy. At the top is the 'UIInterface' class, represented by a white box with a black border and three horizontal compartments. The top compartment contains the text 'UIInterface', while the other two are empty. Below it is the 'UIEnemyCreator' class, represented by a gray box with a black border and three horizontal compartments. The top compartment contains the text 'UIEnemyCreator', while the other two are empty. A blue arrow with a hollow triangular head points from the top of the 'UIEnemyCreator' box to the bottom of the 'UIInterface' box, indicating that 'UIEnemyCreator' inherits from 'UIInterface'.

UIEnemyCreator