UObject

IHandler

- + virtual IHandler *
 SetNext(IHandler *Handler)=0
- + virtual bool Handle (AAbstractItem *PickUpItem)=0

UAbstractHandler

- + virtual IHandler *
 SetNext(IHandler *Handler)
 override
- + virtual bool Handle (AAbstractItem *PickUpItem) override

UArmorHandler

- + FAddArmor AddArmor
- + virtual bool Handle (AAbstractItem *PickUpItem) override

UHealthHandler

- + FAddHealth AddHealth
- + virtual bool Handle (AAbstractItem *PickUpItem) override