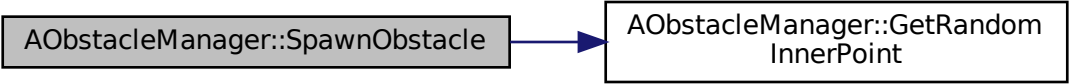


AObstacleManager::SpawnObstacle



```
graph LR; A[AObstacleManager::SpawnObstacle] --> B[AObstacleManager::GetRandomInnerPoint]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'AObstacleManager::SpawnObstacle'. The right box is white with a black border and contains the text 'AObstacleManager::GetRandomInnerPoint'. A blue arrow points from the right side of the left box to the left side of the right box.

AObstacleManager::GetRandom  
InnerPoint