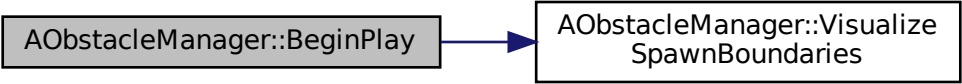


AObstacleManager::BeginPlay



```
graph LR; A[AObstacleManager::BeginPlay] --> B[AObstacleManager::VisualizeSpawnBoundaries]
```

AObstacleManager::Visualize
SpawnBoundaries