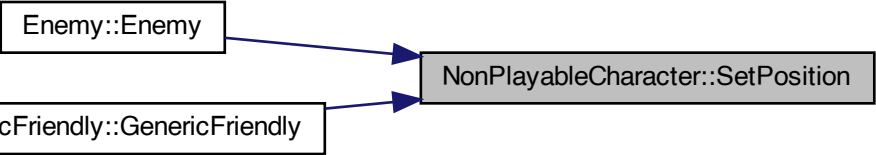


Enemy::Enemy

GenericFriendly::GenericFriendly

NonPlayableCharacter::SetPosition



```
graph LR; A[Enemy::Enemy] --> C[NonPlayableCharacter::SetPosition]; B[GenericFriendly::GenericFriendly] --> C;
```