

ISpawn



```
graph BT; A[CosmicDefender.SpawnEnemy] --> B[ISpawn];
```

A UML class diagram illustrating inheritance. At the bottom is a gray-shaded box labeled 'CosmicDefender.SpawnEnemy'. A blue arrow points vertically upwards from this box to a white box labeled 'ISpawn' at the top. The arrow indicates that 'CosmicDefender.SpawnEnemy' inherits from or implements 'ISpawn'.

CosmicDefender.SpawnEnemy