IInputProvider

- + LookVector
- + MoveVector
- + AttackType
- + DoDush
- + OnPressedDush
- + OnReleasedDush
- + DoRolling
- + SelectLeftItem
- + SelectRightItem
- + Useltem





NullCharacterIP

- + LookVector
- + MoveVector
- + AttackType
- + DoDush
- + OnPressedDush
- + OnReleasedDush
- + DoRolling
- + UseStorySkill 1
- + UseStorySkill_2
- + SelectLeftItem



+NullInstance