IDamageable + GroupNo + Damaged() + IsAttackable() CharacterCore + m_animator + PlayerParameters + EnemyParameters + PlayerSkillsParameters + GroupNo + DoFriendlyFire + CharaCtrl

+ InputType+ MoveType

+ Status

- m_groupNo

m_doFriendlyFire
m_charaCtrl
m_inputProvider
m_inputType
m_moveType
m_renderer
m_material
m_seq

- m_walkSpeed

| Region | Regi

+ SetMoveVec()

+ SetRotateToTarget()+ SetStorySkillBP()+ IsDoneTimeLine()

+ Move()

Awake()Start()Damaged()HitStop()HitFadeBlink()

+ HitStopRemainingTime