IInputProvider

+ LookVector

+ MoveVector

+ AttackType

+ DoDush

+ OnPressedDush

+ OnReleasedDush

+ DoRolling

+ SelectLeftItem

+ SelectRightItem

+ UseItem

　　 11 　…

PlayerInputProvider

+ LookVector

+ MoveVector

+ AttackType

+ DoDush

+ OnPressedDush

+ OnReleasedDush

+ DoRolling

+ SelectLeftItem

+ SelectRightItem

+ UseItem

　　 11 　…

- m_camera