IInputProvider

+ LookVector
+ MoveVector
+ AttackType
+ DoDush
+ OnPressedDush
+ OnReleasedDush
+ DoRolling
+ SelectLeftItem
+ SelectRightItem
+ UseItem
  他 10 件…

EnemyInputProvider

+ IsArrive
+ LookVector
+ MoveVector
+ Destination
+ AttackType
+ DoDush
+ OnPressedDush
+ OnReleasedDush
+ DoRolling
+ SelectLeftItem
  他 10 件…
- m_pathFinding
- m_parameterContainer
- m_lookVector

- Awake()

NullCharacterIP

+ NullInstance
+ LookVector
+ MoveVector
+ AttackType
+ DoDush
+ OnPressedDush
+ OnReleasedDush
+ DoRolling
+ UseStorySkill_1
+ SelectLeftItem
+ SelectRightItem
  他 10 件…

PlayerInputProvider

+ LookVector
+ MoveVector
+ AttackType
+ DoDush
+ OnPressedDush
+ OnReleasedDush
+ DoRolling
+ SelectLeftItem
+ SelectRightItem
+ UseItem
  他 10 件…
- m_camera