IInputProvider

+ LookVector
+ MoveVector
+ AttackType
+ DoDush
+ OnPressedDush
+ OnReleasedDush
+ DoRolling
+ SelectLeftItem
+ SelectRightItem
+ UseItem
　ほか 11 個...

EnemyInputProvider

+ IsArrive
+ LookVector
+ MoveVector
+ Destination
+ AttackType
+ DoDush
+ OnPressedDush
+ OnReleasedDush
+ DoRolling
+ SelectLeftItem
　ほか 11 個...
- m_pathFinding
- m_parameterContainer
- m_lookVector

- Awake()

NullCharacterIP

+ NullInstance
+ LookVector
+ MoveVector
+ AttackType
+ DoDush
+ OnPressedDush
+ OnReleasedDush
+ DoRolling
+ UseStorySkill_1
+ UseStorySkill_2
+ SelectLeftItem
　ほか 11 個...

PlayerInputProvider

+ LookVector
+ MoveVector
+ AttackType
+ DoDush
+ OnPressedDush
+ OnReleasedDush
+ DoRolling
+ SelectLeftItem
+ SelectRightItem
+ UseItem
　ほか 11 個...
- m_camera