```
┌─────────────────────┐      ┌─────────────────────┐
│   MonoBehaviour     │      │ ICharacterController│
├─────────────────────┤      ├─────────────────────┤
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```

MyCharacterController

+ Motor
+ MaxStableMoveSpeed
+ StableMovementSharpness
+ OrientationSharpness
+ RotationObstruction
+ Gravity
+ MeshRoot
+ CharacterAnimator
+ ForwardAxisSharpness
+ TurnAxisSharpness
+ m_moveVec
+ IsRootMotion
+ MoveSpeed
+ MoveVec
+ LookVector
+ SpeedRate
- m_tagList
- m_isRootMotion
- m_moveSpeed
- m_lookVector
- _internalVelocityAdd
- m_speedRate
- _rootMotionPositionDelta
- _rootMotionRotationDelta
- _targetForwardAxis
- _targetRightAxis
- _forwardAxis
- _rightAxis

+ BeforeCharacterUpdate()
+ UpdateRotation()
+ UpdateVelocity()
+ AfterCharacterUpdate()
+ IsColliderValidForCollisions()
+ OnGroundHit()
+ OnMovementHit()
+ PostGroundingUpdate()
+ AddVelocity()
+ ProcessHitStabilityReport()
+ OnDiscreteCollisionDetected()
+ Jump()
+ SetPositionMotor()
+ AddNoHitTag()
- Start()
- Update()
- FindParameter()