// Fill out your copyright notice in the Description page of Project Settings.

#pragma once

#include "CoreMinimal.h"

#include "GameFramework/Character.h"

#include "VR\_Player.generated.h"

UCLASS()

class VR\_PROJECT\_API AVR\_Player : public ACharacter

{

GENERATED\_BODY()

public:

// Sets default values for this character's properties

AVR\_Player();

protected:

// Called when the game starts or when spawned

virtual void BeginPlay() override;

public:

// Called every frame

virtual void Tick(float DeltaTime) override;

// Called to bind functionality to input

virtual void SetupPlayerInputComponent(class UInputComponent\* PlayerInputComponent) override;

private:

void MoveForward(float move);

void MoveRight(float move);

UPROPERTY(VisibleAnywhere)

class UCameraComponent\* Camera;

};