

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class RhythmSystemEntities_System_Player_PlayerController["RhythmSystemEntities.System.Player.PlayerController"]
    RhythmSystemEntities_System_Player_PlayerController --|> MonoBehaviour
```

RhythmSystemEntities.System.
Player.PlayerController

- playerInputController
- inputJudgePresenter
- Start()
- LaneInputSubscribe()
- LaneInput()