MonoBehaviour

IPlayerKinematicsActions

- OnCrouch()
- + OnJump()
- + OnLook()
- + OnMove()
- + OnSprint()

PlayerControllerBase

- + AnimatorParameters
- + CameraTarget
- + CharController
- + DefaultPan
- + DefaultRoll
- + DefaultTilt
- + LookSensitivity
- + MotionTarget
- + MoveSensitivity
- + PlayerIndex
- + Velocity
- # m_Forward
- # m_Pan
- # m_Roll
- # m_Sideways
- # m_Tilt
- # m_Vertical
- + OnCrouch()
- + OnJump()
- + OnLook()
- + OnMove()
- + OnSprint()
- # Move()
- # OnDisable()
- # OnEnable()
- # Rotate()

DeadPlayerController

- + OnCrouch()
- + OnJump()
- + OnLook()
- + OnMove()
 - + OnSprint()

IAnimatorParametersProvider

+ AnimatorParameters