## **IAnimatorController**

- + IsOwner
- + PlayerIndex
- + Init()
- + OnPlayerDeath()
- + OnPlayerRespawn()
- + RemoteAnimatorParameters Received()



## KyleAnimatorController

- + InputMagnitude
- + lsFalling
- + IsGrounded
- + IsOwner
- + MoveSpeed
- + PlayerIndex+ TriggerJump
- + Init()
- + OnPlayerDeath()
- + OnPlayerRespawn()
- + RemoteAnimatorParameters Received()