MonoBehaviour	IPlayerKinematicsActions
<u> </u>	Α
	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()
	$\bigcap_{i=1}^{n}$
	SimplePlayerController
	+ OnCrouch()
	+ OnJump()
	+ OnLook()
	+ OnMove()

OnSprint()

OnEnable()

#

IAnimatorParametersProvider

- AnimatorParameters