

Source/Warrior/Public  
/Controllers/WarriorHeroController.h



```
graph BT; A["Source/Warrior/Private/AbilitySystem/Abilities/WarriorHeroGameplayAbility.cpp"] --> B["Source/Warrior/Public/Controllers/WarriorHeroController.h"]; C["Source/Warrior/Private/Controllers/WarriorHeroController.cpp"] --> B;
```

Source/Warrior/Private  
/AbilitySystem/Abilities  
/WarriorHeroGameplayAbility.cpp

Source/Warrior/Private  
/Controllers/WarriorHeroController.cpp