Source/Warrior/Public /Components/Combat/PawnCombat Component.h

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

Source/Warrior/Private
/Components/Combat/PawnCombat
Component.cpp

Source/Warrior/Public
/Components/Combat/EnemyCombat
Component.h

Source/Warrior/Public
/Components/Combat/HeroCombat
Component.h

Source/Warrior/Private
/Characters/WarriorEnemyCharacter.cpp

Source/Warrior/Private
/Components/Combat/EnemyCombat
Component.cpp

Source/Warrior/Private
/Characters/WarriorHeroCharacter.cpp

Source/Warrior/Private
/Components/Combat/HeroCombat
Component.cpp