Source/Warrior/Public /Components/PawnExtensionComponent Base.h

Source/Warrior/Private /Components/PawnExtensionComponent Base.cpp 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/Private
/Characters/WarriorEnemyCharacter.cpp

Source/Warrior/Private /Components/Combat/EnemyCombat Component.cpp Source/Warrior/Public /Components/Combat/HeroCombat Component.h

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