

Source/Warrior/Public /AbilitySystem/Abilities /WarriorHeroGameplayAbility.h

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

Source/Warrior/Private /DataAssets/StartUpData /DataAsset EnemyStartUpData.cpp Source/Warrior/Private /AbilitySystem/Abilities /WarriorHeroGameplayAbility.cpp Source/Warrior/Private /AbilitySystem/WarriorAbility SystemComponent.cpp

Source/Warrior/Private /DataAssets/StartUpData /DataAsset HeroStartUpData.cpp

Source/Warrior/Private /WarriorTypes/WarriorStructTypes.cpp