

Source/Warrior/Public  
/Components/Input/WarriorInput  
Component.h

```
graph BT; A[Source/Warrior/Private/Characters/WarriorHeroCharacter.cpp] --> C[Source/Warrior/Public/Components/Input/WarriorInputComponent.h]; B[Source/Warrior/Private/Components/Input/WarriorInputComponent.cpp] --> C;
```

The diagram illustrates a file dependency structure. At the top is a grey box representing a header file: 'Source/Warrior/Public/Components/Input/WarriorInputComponent.h'. Below it are two white boxes representing source files. The left box is 'Source/Warrior/Private/Characters/WarriorHeroCharacter.cpp' and the right box is 'Source/Warrior/Private/Components/Input/WarriorInputComponent.cpp'. Blue arrows point from each source file box up to the header file box, indicating that both source files include the header file.

Source/Warrior/Private  
/Characters/WarriorHeroCharacter.cpp

Source/Warrior/Private  
/Components/Input/WarriorInput  
Component.cpp