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

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