

## - inputReader

- playerCamera

speed

- jumpHeight gravity

 groundMask - fly

 sensitivityX sensitivityY

- yClamp

and 8 more... Awake()

- OnEnable()

OnDisable() - OnMove()

OnRotateCamera()

- OnJump()

- Update() - LateUpdate()

RecalculateMovement()

- RotateCamera()

- Jump() - IsGrounded()