GameInput.IGameplayActions

OnMove() +

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- + OnJump()
 - OnPause()
 - OnShowOverlay()
 - OnShowCommands() OnAudioEnabler()
 - OnRun()
- OnReset()
- OnSightSeeing() + OnGoBackHome()
- OnRotateCamera() +

OnItemRotation()

Beavir.Businesslogic.Utilities. InputReader

- gameInput
- + OnShowCommands()
- OnAudioEnabler()
- OnJump()

+ OnShowOverlay()

- + OnReset()
- OnItemRotation() + OnMove()
 - + OnSightSeeing()
 - + OnRun()
 - OnPause() OnRotateCamera()

+

- + OnGoBackHome()
- EnableGameplayInput() +
- + DisableAllInput() OnEnable()
- OnDisable()