MonoBehaviour

Beavir.Businesslogic.Models.
Player

- CharacterController

PlayerCamera playerCamera

speed

jumpHeightgravity

fly

sensitivityXsensitivityY

- yClamp

- characterController

- cameraMovement

horizontalVelocityverticalVelocity

+ RecalculateMovement()

+ RotateCamera()

+ ChangePosition()

+ ChangeRotation()+ Jump()

+ EnableMovement()

+ DisableMovement()