

Beavir.Businesslogic.Controllers.
UserManager

- + InputReader
- + ControlsEnabled
  - inputReader
- player

+ Player

- controlsEnablednextMovement
- nextCameraRotation
- isJumping
- + Start()
- + DisableAllInput()+ TemporarilyDisableAllInput()
- + EnableAllInput()
- · LilabieAlliliput()
- + UpdatePlayerPosition()
- + UpdatePlayerRotation()- OnEnable()
- OnDisable()
- OnMove()
- OnRotateCamera()
- OnJump()
- LateUpdate()
  - Update()