float RelativeSpeed = FMath::Clamp<float>(ChangeYaw, -1, 1);

SetRelativeRotation(FRotator(0, NewRotationYaw, 0));

8:

TSubclassOf<AProjectile> ProjectileType

UProjectileMovementComponent

ProjectileMovementComponent = CreateDefaultSubobject<UProjectileMovementComponent>(FName("ProjectileMovement"));

ProjectileMovementComponent->bAutoActivate = false;

ProjectileMovementComponent->SetVelocityInLocalSpace(FVector::ForwardVector \* Speed);

ProjectileMovementComponent->Activate();

9:

git stash 的用法 暂存 一下当前的 代码， 用于切换版本之后， 当前的工作没有提交但是又不想丢失的情况

Enums for Both C++ and BP

10:

RelativeRotation not CurrentRotation

Add physical material

11:

Add movement wasd