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();