#pragma once

#include "CoreMinimal.h"

#include "Animation/AnimationAsset.h"

#include "GameFramework/Character.h"

#include "MetahumansManager.generated.h"

UCLASS()

class APPVIDEOS\_API AMetahumansManager : public ACharacter

{

GENERATED\_BODY()

public:

// Sets default values for this character's properties

AMetahumansManager();

UPROPERTY(EditAnywhere, BlueprintReadOnly, Category = "Metahumans")

TArray<TSubclassOf<ACharacter>> MetahumanArray;

UPROPERTY(EditAnywhere,BlueprintReadOnly,Category = "Animations")

TArray<UAnimationAsset\*> AnimsArray;

protected:

// Called when the game starts or when spawned

virtual void BeginPlay() override;

public:

// Called every frame

virtual void Tick(float DeltaTime) override;

// Called to bind functionality to input

virtual void SetupPlayerInputComponent(class UInputComponent\* PlayerInputComponent) override;

UFUNCTION()

void SpawnMetahuman();

}