```
Person Character
+ MAX_STAND_SPEED
+ MAX_SPRINT_SPEED
+ MAX_CROUCH_SPEED
+ MAX STAND IRONSIGHTS
 SPEED
+ hp
+ bulletCount
+ runing_fire
+ Gun
+ MAX HP
+ hp_bar
+ show_hp_bar
+ Anim_Death
+ Anim_Fire
+ Anim Reload
+ screen point
sprint_pressed
crouch_pressed

    prone pressed

jump_pressed
toggle_ironsightstoggle_crouch
- toggleProne
- disable Movement
- Ironsights_pressed
is_play_reload
+ Script()
+ AnyDamage()
+ Tick()
+ BeginPlay()
+ reloadDispatcher Event()
+ isTeamKill()
+ applyDemage()
+ canFire()
+ actionJump()
+ actionCrouch()
and 10 more...
        Player Person
+ fire input tag
+ jumping
+ Script()
+ InputAction_MoveForward()
+ InputAction_MoveRight()
+ InputAction Turn()
+ InputAction_LookUp()
+ Tick()
+ endReloadAnim()
+ InputAction_Crouch
Pressed()
+ InputAction_Jump_Pressed()
+ InputAction_Jump_Releasd()
and 11 more...
```