```
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_ironsights

    toggle crouch

    toggleProne

- disable Movement
- Ironsights pressed
- is play reload
+ Script()
+ AnyDamage()
+ Tick()
+ BeginPlay()
+ reloadDispatcher Event()
+ isTeamKill()
+ applyDemage()
+ canFire()
+ actionJump()
+ actionCrouch()
and 9 more...
         Al Person
     + Tick()
     + actionAl_OnFile()
     + actionAl Reload()
     Shotgun Al Person
```