```
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
  + Shotgun_AI_Person()
```

+ ~Shotgun Al Person()