```
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 9 more...
         Al Person
     + actionAl OnFile()
      M4A1 AI Person
   + M4A1 Al_Person()
```

+ ~M4A1 AI Person()