IPlayerNotifier

+ virtual void Attach
  (IEnemyObserver *EnemyInterface)=0
+ virtual void Detach
  (IEnemyObserver *EnemyInterface)=0
+ virtual void Notify()=0

AMainPlayer

+ TArray< AAbstractItem
  * > PickUpItems
+ TSubclassOf< UCommandWidget
  > CommandWidgetClass
+ TSubclassOf< UPlayerHUD
  > PlayerHUDWidgetClass
+ UPlayerHUD * PlayerHUDWidget
+ TSubclassOf< UServerWidget
  > ServerWidgetClass
+ UServerWidget * ServerWidget
+ FSetStats SetStats
+ FDifficultyModeSet
  SetDifficultyModeDelegate
+ FOnCharacterJoinSession
  OnCharacterJoinSession
+ FAnimNotify_Jump AnimNotify_Jump
+ TArray< IEnemyObserver
  * > EnemyObservers
UCameraComponent *
  CameraComponent
float InteractDistance
bool bContinuable
FVector PreviousActorLocation
FRotator PreviousActorRotation
FVector WeaponChooseLocation
FRotator WeaponChooseRotation
bool bShowCrosshair
TArray< AWeaponClass
  * > PickedWeapons
float TurnRate
float LookUpRate
float MouseSensivity
TSubclassOf< AWeaponClass
  > AwmClass
TSubclassOf< AWeaponClass
  > M16A4Class
TSubclassOf< AWeaponClass
  > Ak47Class
TSubclassOf< AWeaponClass
  > M870Class
TSubclassOf< AWeaponClass
  > Hk416Class
TArray< FString > Player
  WeaponSocketsName
AWeaponClass * EquippedWeapon
IWeaponInterface *
  EquippedDifficultyWeapon
FString SPlayerName
FString SCity
bool IsInGodMode
FBehaviorSet BehaviorSet
float Health
int HealthState
float Armor
int PlayerIndex
TSubclassOf< UUserWidget
  > CrosshairWidgetClass
TSubclassOf< UWeaponMenu
  Widget > WeaponMenuWidgetClass
UUserWidget * CrosshairWidget
UWeaponMenuWidget *
  WeaponMenuWidget
TSubclassOf< UMainMenuWidget
  > MainMenuWidgetClass
UMainMenuWidget * MainMenu
  Widget

+ virtual void SetupPlayer
  InputComponent(class UInputComponent
  *PlayerInputComponent) override
+ virtual void Tick(float
  DeltaSeconds) override
+ void OnBeginOverlap
  (UPrimitiveComponent
  *OverlappedComponent,
  AActor *OtherActor, UPrimitive
  Component *OtherComp, int OtherBody
  Index, bool FromSweep, const FHitResult
  &SweepResult)
+ void MoveForward(float
  Scale)
+ void MoveRight(float
  Scale)
+ virtual void Jump()
  override
+ UCameraComponent *
  GetCameraComponent()
+ void SetHealth()
+ void SetArmor()
+ void SetHealthArmor()
+ void ActivateBuffs
  (const TScriptInterface
  < IHandler > &Handler)
+ void Server_Turn(float
  Rate)
+ void Multicast_Turn
  (float Rate)
+ void Server_LookUp
  (float Rate)
+ void Multicast_LookUp
  (float Rate)
+ void Interact()
+ void ContinueGameplay()
+ void ProcessHitRack()
+ void ProcessHitWeapon
  (AWeaponClass *WeaponActor)
+ void RotatePositive
  (AActor *Actor)
+ void RotateNegative
  (AActor *Actor)
+ void OnCommandWidgetClosed()
+ void ProcessHitCube
  (AActor *HitActor)
+ TArray< AWeaponClass
  * > GetAllPickedWeapons()
+ void Shoot()
+ void Server_Shoot(FVector
  StartTrace, FVector EndTrace)
+ void Multicast_Shoot
  (FVector StartTrace,
  FVector EndTrace)
+ void GetDamage(int
  Damage)
+ void AddHealth(float
  HealthPoints)
+ void AddArmor(float
  ArmorPoints)
  and 34 more...
AMainPlayer()
virtual void BeginPlay
  () override
void CreateServerWidget()
void CreateHUDWidget()
void CreateMainMenuWidget()
void SetDifficultyMode
  (const FString &Difficulty)