

## **AMainPlayerController**

- # AMainPlayer \* Controlled Player
- # float MouseSensivity
- + AMainPlayerController()
- + virtual void BeginPlay() override
- + void SetupInputComponent() override
- + void LookUp(float Value)
- + void LookRight(float Value)
- + void RotatePositive()
- + void RotateNegative()

