

UTextBlock * TCity # UTextBlock * THitPoints # UCheckBox * CIsInGodMode # UButton * BSetActive # int PlayerIndex # FLinearColor StandardBackground Color + virtual void NativeConstruct () override - void SetWidget(AMainPlayer *MainPlayer, int Index) + FString GetName() + FString GetCity() + int GetIndex() + void SetActive() + void SetGodMode(bool IsGodModeSet) void SetBehavior(bool CanMove, bool CanJump, bool CanFire) + bool GetAbilityToMove() + bool GetAbilityToJump() + bool GetAbilityToFire()

+ void ResetBackgroundColor() + void SetBackgroundColor()

Active