```
┌─────────────────────┐
│ MonoBehaviour       │
├─────────────────────┤
│                     │
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└─────────────────────┘
```

Spine.Unity.Examples.Spineboy BeginnerModel

+	state
+	facingLeft
+	currentSpeed
+	shootInterval
+	TryJump()
+	TryShoot()
+	StartAim()
+	StopAim()
+	TryMove()

+model

Spine.Unity.Examples.Spineboy BeginnerInput

+	horizontalAxis
+	attackButton
+	aimButton
+	jumpButton