AVehiclePawn

<<UPROPERTY>> #MeshComponent : UStaticMeshComponent* <<UPROPERTY>> #MeshComponent : UStaticMeshComponent*
<<UPROPERTY>> #CameraComponent : UCameraComponent*
<<UPROPERTY>> #SpringArmComponent : USpringArmComponent*
<<UPROPERTY>> #PawnMovementComponentType : TSubclassOf-cUPawnMovementComponent>
<UPROPERTY>> #PawnMovementComponent : UPawnMovementComponent*
-BoxComponent : UBoxComponent*
#DirectionVector : FVector
#MoveXStratagy : IPawnMovementStratagy
#MoveYStratagy : IPawnMovementStratagy
#PawnState : IPawnState
+PawnStatus : UPawnStatManager
#MoveYStratagy : UpaynStatManager

+MoveX(AxisValue : float) : void +MoveY(AxisValue : float) : void

+Tick(DeltaTime: float): void +SetupPlayerInputComponent(PlayerInputComponent: UInputComponent*): void +InvokeBuff(Event: IVehicleEvent): void

PlayerManager

ATriggerVolume

+BeginPlay(): void

++OnOverlapBegin(OverlappedActor: AActor*, OtherActor: AActor*): void +OnOverlapEnd(OverlappedActor: AActor*, OtherActor: AActor*): void

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ASpawnPoint

-AviliableSlots : TQueue<FVector>
-UsedSlots : TQueue<FVector>

+ASpawnPoint()

+AspawnPoint()
+BeginPlay(): void
+OnOverlapBegin(OverlappedActor: AActor*, OtherActor: AActor*): void
+OnOverlapEnd(OverlappedActor: AActor*, OtherActor: AActor*): void
+RequestRespawnPoint(): FVector
-FreeRespawnPoint(): void

SpawnManager

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