

JoystickController

- + xAxisName : string
- + yAxisName : string
- + actionKey1 : KeyCode
- + actionKey2 : KeyCode
- + XAxisKeyPressed Event ~~JoystickXAxiskeyPressedEvent~~
- + YAxiskey Pressed Event ~~JoystickYAxiskeyPressedEvent~~
- On XAxiskeyPressed (float pressAmount)
- On YAxiskeyPressed (float pressAmount)
- OnActionkeyPressed (KeyCode key)

Joystick XAxiskeyPressed Event

- + chef : ChefController
- + Dispatch (float pressAmount)

Joystick YAxiskeyPressed Event

- + chef : ChefController
- + Dispatch (float pressAmount)

JoystickActionkeyPressed Event

- + chef : ChefController
- + Dispatch (KeyCode key)