

AAgentCharacter

- + JumpAction
- + MoveAction
- + LookAction
- + DefaultMappingContext
- + AAgentCharacter()
 - + OnConstruction()
 - + Move()
 - + Look()
 - + SetupPlayerInputComponent()
 - + BeginPlay()

AAgentPlayerCharacter

- # SpringArm
- # Camera
- # InputConfiguration
- + AAgentPlayerCharacter()