```cpp
1  // Fill out your copyright notice in the Description page of Project
     Settings.
2
3  #pragma once
4
5  #include "CoreMinimal.h"
6  #include "GameFramework/PlayerController.h"
7  #include "MainPlayerController.generated.h"
8
9  /**
10  *
11  */
12 UCLASS()
13 class PARK_API AMainPlayerController : public APlayerController
14 {
15     GENERATED_BODY()
16 public:
17     /*reference to UMG aasset in editor*/
18     UPROPERTY(EditAnywhere,BlueprintReadWrite,Category="Widgets")
19     TSubclassOf<class UUserWidget>HUDOverlayAsset;
20     UPROPERTY(EditAnywhere, BlueprintReadWrite, Category = "Widgets")
21     UUserWidget* HUDOverlay;
22
23     UPROPERTY(editAnywhere, BlueprintReadwrite, category = "Widgets")
24     TSubclassOf<UUserWidget>WEnemyHealthBar;
25
26     UPROPERTY(visibleAnywhere, BlueprintReadwrite, category = "Widgets")
27     UUserWidget* EnemyHealthBar;
28
29     bool bEnemyhealthbarvisible;
30
31     void displayenemyhealthbar();
32     void removeenemyhealthbar();
33
34
35     FVector Enemylocation;
36
37
38
39 protected:
40     virtual void BeginPlay() override;
41
42     virtual void Tick(float DeltaTime) override;
43 };
44
```