```
D:/UE_Exercise/UMG
_Exercise_PratikPanzade
/MyProject/Source/MyProject
/MainGameInstance.h
```

```
D:/UE_Exercise/UMG
_Exercise_PratikPanzade
/MyProject/Source/MyProject
/MainGameInstance.cpp
```

```
D:/UE_Exercise/UMG
_Exercise_PratikPanzade
/MyProject/Source/MyProject
/MainGameInstanceSubsystem.h
```

```
D:/UE_Exercise/UMG
_Exercise_PratikPanzade
/MyProject/Source/MyProject
/PlayerDataModel.cpp
```

```
D:/UE_Exercise/UMG
_Exercise_PratikPanzade
/MyProject/Source/MyProject
/PlayerUIWidget.cpp
```

```
D:/UE_Exercise/UMG
_Exercise_PratikPanzade
/MyProject/Source/MyProject
/ViewModels.h
```

```
D:/UE_Exercise/UMG
_Exercise_PratikPanzade
/MyProject/Source/MyProject
/ToastPopupMVVMViewModelBase.h
```

```
D:/UE_Exercise/UMG
_Exercise_PratikPanzade
/MyProject/Source/MyProject
/MainGameInstanceSubsystem.cpp
```

```
D:/UE_Exercise/UMG
_Exercise_PratikPanzade
/MyProject/Source/MyProject
/MainHud.h
```

```
D:/UE_Exercise/UMG
_Exercise_PratikPanzade
/MyProject/Source/MyProject
/ViewModels.cpp
```

```
D:/UE_Exercise/UMG
_Exercise_PratikPanzade
/MyProject/Source/MyProject
/ToastPopupMVVMViewModelBase.cpp
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```
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_Exercise_PratikPanzade
/MyProject/Source/MyProject
/MainHud.cpp
```