

```
1
2 #pragma once
3
4 #include "CoreMinimal.h"
5 #include "GameFramework/Character.h"
6 #include "ShooterCharacter.generated.h"
7
8 class AGun;
9
10 UCLASS()
11 class SIMPLESHOOTER_API AShooterCharacter : public ACharacter
12 {
13     GENERATED_BODY()
14
15 public:
16     AShooterCharacter();
17
18 protected:
19     virtual void BeginPlay() override;
20
21 public:
22     UFUNCTION(BlueprintPure)
23     bool IsDead() const;
24
25     UFUNCTION(BlueprintPure)
26     float GetHealthPercent() const;
27
28     virtual void Tick(float DeltaTime) override;
29
30     virtual void SetupPlayerInputComponent(class UInputComponent*
31         PlayerInputComponent) override;
32
33     virtual float TakeDamage(float DamageAmount, struct FDamageEvent const
34         &DamageEvent, class AController *EventInstigator, AActor
35         *DamageCauser) override;
36
37     void Shoot();
38
39     float DamageToApply;
40
41 private:
42     void MoveForward(float AxisValue);
43     void MoveRight(float AxisValue);
44     void LookUpRate(float AxisValue);
45     void LookRightRate(float AxisValue);
46
47     UPROPERTY(EditAnywhere)
48     float RotationRate = 10;
49     UPROPERTY(EditDefaultsOnly)
```

```
47     float MaxHealth = 100;
48
49     UPROPERTY(VisibleAnywhere)
50     float Health;
51
52     UPROPERTY(EditDefaultsOnly)
53     TSubclassOf<AGun> GunClass;
54
55     UPROPERTY()
56     AGun* Gun;
57 };
58
```