```
WAL::Component
    # entity
    + operator=()
    + ~Component()
    + clone()
    + onStart()
    + onStop()
    # Component()
    # Component()
BBM::GamepadComponent
+ keySecondary
+ keyBomb
+ keyPause
+ keyRight
+ keyLeft
+ keyUp
+ keyDown
+ LeftStickX
+ LeftStickY
+ RightStickX
+ RightStickY

    ID

+ clone()
+ onStart()
+ GamepadComponent()
+ GamepadComponent()
+ GamepadComponent()
+ ~GamepadComponent()
+ operator=()
+ setID()
+ getID()
```