```
+ Entity
         id
        _entities
        _newEntities
        _views
        nextID
       + getID()
       + getEntities()
       + addEntity()
       + scheduleNewEntity()
       + view()
       + applyChanges()
       + Scene()
       + Scene()
       + ~Scene()
       + operator=()
         componentAdded()
         componentRemoved()
         entityRemoved()
                   +_scene
             WAL::Entity
         uid
        name
       _disabled
        _shouldDelete
        _notifyScene
         components
      - Scene

    nextID

       + getUid()
       + getName()
       + setName()
       + isDisable()
       + setDisable()
       + shouldDelete()
       + scheduleDeletion()
       + getComponent()
       + tryGetComponent()
       + getComponent()
      and 13 more..
       _componentAdded()
        componentRemoved()
                   # entity
          WAL::Component
          + operator=()
          + ~Component()
          + clone()
          + onStart()
          + onStop()
          # Component()
          # Component()
                  Δ
BBM::BombExplosionShader
             Component
+ explosionRadius
+ frameCounter
+ alpha
+ clock
+ maxRadius
+ BombExplosionShaderComponent()
+ BombExplosionShaderComponent()
+ ~BombExplosionShaderComponent()
```

+ operator=()

WAL::Scene