```
WAL::Component
     # entity
     + operator=()
     + ~Component()
     + clone()
     + onStart()
     + onStop()
     # Component()
     # Component()
BBM::BasicBombComponent
+ explosionRadius
+ damage
+ ignoredEntities
```

+ BasicBombComponent()+ BasicBombComponent()+ ~BasicBombComponent()

+ clone()

+ operator=()