```
WAL::Component
   # entity
   + operator=()
   + ~Component()
   + clone()
   + onStart()
   + onStop()
   # Component()
   # Component()
BBM::LevitateComponent
+ up
+ y
+ clone()
+ LevitateComponent()
+ LevitateComponent()
+ LevitateComponent()
+ ~LevitateComponent()
+ operator=()
```