```
WAL::Component
# entity
+ operator=()
+ ~Component()
+ clone()
+ onStart()
+ onStop()
# Component()
# Component()
```

BBM::PlayerBonusComponent + noClipBonusRate + nextNoClipRate

+ isNoClipOn

+ clone()

+ PlayerBonusComponent()

+ PlayerBonusComponent() + ~PlayerBonusComponent() + operator=()