```
WAL::Component
   # entity
   + operator=()
   + ~Component()
   + clone()
   + onStart()
   + onStop()
   # Component()
   # Component()
BBM::HealthComponent
+ onDeath
 healthPoint
+ addHealthPoint()
+ takeDmg()
+ getHealthPoint()
+ clone()
+ HealthComponent()
+ HealthComponent()
+ ~HealthComponent()
+ operator=()
```