```
WAL::Component
    # entity
    + operator=()
    + ~Component()
    + clone()
    + onStart()
    + onStop()
    # Component()
    # Component()
BBM::CollisionComponent
+ onCollide
+ onCollided
+ bound
+ positionOffset
+ clone()
+ CollisionComponent()
+ CollisionComponent()
+ CollisionComponent()
+ CollisionComponent()
+ CollisionComponent()
+ CollisionComponent()
+ ~CollisionComponent()
+ operator=()
```