```
WAL::Component
       # entity
       + operator=()
       + ~Component()
       + clone()
       + onStart()
       + onStop()
       # Component()
       # Component()
BBM::IntroAnimationComponent
+ frameCounter
+ currentStep
```

+ IntroAnimationComponent()+ IntroAnimationComponent()+ ~IntroAnimationComponent()

+ clone()

+ operator=()