```
WAL::Scene
    Entity
     id
    _entities
     newEntities
    _views
    nextID
  + getID()
  + getEntities()
   + addEntity()
   + scheduleNewEntity()
   + view()
   + applyChanges()
+ Scene()
   + Scene()
     ~Scene()
   + operator=()
     _componentAdded()
     componentRemoved()
     entityRemoved()
                 +_scene
          WAL::Entity
    _uid
     name
    _disabled
    _shouldDelete
    _notifyScene
     components
  - Scene
   - nextID
   + getUid()
   + getName()
   + setName()
   + isDisable()
   + setDisable()
   + shouldDelete()
   + scheduleDeletion()
+ getComponent()
  + getComponent()
+ tryGetComponent()
   + getComponent()
  and 13 more.
     _componentAdded()
     componentRemoved()
                 #_entity
       WAL::Component
       + operator=()
           Component()
       + clone()
       + onStart()
       + onStop()
       # Component()
       # Component()
               Δ
BBM::BombHolderComponent
+ bombCount
+ maxBombCount
+ refillRate
+ nextBombRefill
+ explosionRadius
+ damage
+ clone()
+ BombHolderComponent()
+ BombHolderComponent()
+ BombHolderComponent()
  ~BombHolderComponent()
```

+ operator=()