WAL::Component

_entity

+ operator=()
+ ~Component()
+ clone()
+ onStart()
+ onStop()
# Component()
# Component()

BBM::KeyboardComponent

+ keySecondary
+ keyBomb
+ keyPause
+ keyRight
+ keyLeft
+ keyUp
+ keyDown
+ layout

+ clone()
+ onStart()
+ KeyboardComponent()
+ KeyboardComponent()
+ ~KeyboardComponent()
+ operator=()