```
WAL::Component
    # entity
    + operator=()
    + ~Component()
    + clone()
    + onStart()
    + onStop()
    # Component()
    # Component()
BBM::MovableComponent
 acceleration

    velocity

+ addForce()
+ getVelocity()
+ clone()
+ MovableComponent()
+ MovableComponent()
+ ~MovableComponent()
+ operator=()
```