```
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()
   + tryGetComponent()
   + getComponent()
   and 13 more.
    _componentAdded()
     componentRemoved()
                #_entity
       WAL::Component
       + operator=()
          -Component()
       + clone()
       + onStart()
       + onStop()
       # Component()
       # Component()
              Δ
BBM::BumperTimerComponent
   isReseting
+ resetRate
+ nextReset
+ clone()
+ BumperTimerComponent()
+ BumperTimerComponent()
+ ~BumperTimerComponent()
```

+ operator=()