WAL::Component

_entity

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

BBM::ResumeLobbyComponent

+ layout
+ playerID
+ playerColor
+ ready
+ readyButton
+ coloredTile
+ lastInput

+ clone()
+ ResumeLobbyComponent()
+ ResumeLobbyComponent()
+ ~ResumeLobbyComponent()
+ operator=()