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

## BBM::BombHolderComponent

+ maxBombCount + refillRate + nextBombRefill

+ bombCount

- + explosionRadius + damage
- + clone() + BombHolderComponent()
- + BombHolderComponent() + BombHolderComponent()
  - + ~BombHolderComponent()
- + operator=()