Communication

Component to Component

Game Object
1
2
Component 1
Rectangle Draw
3
Component 2
Rectangle Geometry
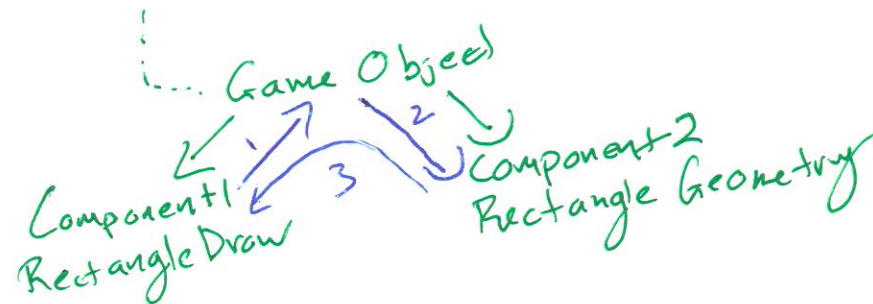
Component to Game Object -> Component

- Bad Guy
  Aim Component

- Good Guy
  Location Component

Scene
1
2
Game Object
Component 1
3
Game Object
Component 2