# Component Architecture Description

**Actor Component:** An actor can be any object in your game. It is a parent component / container for all other components.

**Audio Component:** Used to play, pause, stop audio files like MP3, WAV etc.

**Transform Component:** Represents the position, location and scale of an actor. This component can be used to modify them.

**Box Collider Component:** This is the bounding box of the actor. If a ray hits the box collider, a collision evet will occur.

**Ray Tracing Component:** Used to cast a ray into the world. If it hits a collider, a collision event will occur.

**Image Component:** Used to load images to the canvas. It is 2D only and it cannot be used on 3D objects.

**Text Component:** Represents a text loaded on the canvas. It is 2D only and restricted to the canvas.

**EventSystem Component:** Handles UI events like clicking with mouse and tracking mouse locations on the canvas.

**Input Component:** Handles input events of the attached actor. Current supported devices are mouse and keyboard.

**Pathfinding Component:** A pathfinding component for an actor. It will move the attached actor from the start position to the end position through the shortest route possible among a certain array of positions.

**Mesh Renderer Component:** Use this component to attach shaders and materials to a solid.

**Line Renderer Component:** Used to render a line in 3D space from start position to end position.

**Camera Component:** Represents the camera that is used to view the game scene.

**Canvas Renderer Component:** Renders the canvas and all the actors attached to it.

**Canvas Component:** Represents a 2D space for the UI elements. The canvas will have the 1st rendering priority, along with all the actors attached to it.

**Light Component:** Represents a light source in a 3D space.