## BeerEngine::JsonSerializable SigSlotBase + serialize() + toSerializables() + toSerializable() + toSerializable() BeerEngine::Component ::Component + \_gameObject + typeToAddComponent + Component() + ~Component() + destroy() + serialize() + deserialize() + createInstance() + addComponent() + Deserialize() + createAddMap() BeerEngine::Component ::RigidBody2D + velocity + kinematic + mass + RigidBody2D() + physicUpdate() + serialize() + deserialize()