Component

- + Component()
- + ~Component()
- + Input()
- + Update()
- + Render()
- + GetType()
- + SetGameEntity()
- + GetGameEntity()

InputComponent

- + mSpeed
- + inputtype
- + InputComponent()
- + InputComponent()
- + ~InputComponent()
- + GetType() + Input()
- + Update()
- + Render()
- + GetSpeed()
- + SetSpeed()

TextureComponent

- + TextureComponent()
- + ~TextureComponent()
- + CreateTextureComponent()
- + Input()
- + Update()
- + Render()
- + GetType()
- + GetFilepath()
- + SetFilepath()

TransformComponent

- + mRectangle
- + isCursor
- + TransformComponent()
- + ~TransformComponent()
- + Input()
- + Update()
- + Render()
- + GetType()
- + SetW()
- + SetH() + SetWH()
- + SetX()
- + SetY()
- + SetXY()
- + GetX()
- + GetY()
- + GetW()
- + GetH()
- + GetRectangle()