Component

tag
compoName

+ Component()
+ ~Component()
+ Update()
+ Render()
+ Start()
+ Shutdown()
+ getTag()
+ setCompRemoved()
+ getCompoName()
+ setCompoName()

GameObjectState

+ GameObjectState()
+ ~GameObjectState()
+ GetVelocityX()
+ GetVelocityY()
+ GetPrevX()
+ GetPrevY()
+ GetPosX()
+ GetPosY()
+ GetHeight()
+ GetWidth()
and 32 more...

#gameObjectStatePtr

TextComponent

tag
compoName
textContent
textColor
textureText
rect
currFont

+ TextComponent()
+ TextComponent()
+ ~TextComponent()
+ Update()
+ Render()
+ Start()
+ Shutdown()
+ getTag()
+ getCompoName()
+ setCompoName()
+ updateTextContent()