tag # component() + Component() + ~Component() + Update() + Render() + Start() + Shutdown()

+ getTag()+ setCompRemoved()+ getCompoName()+ setCompoName()

+ RigidBodyComponent

+ RigidBodyComponent()
+ Render()
+ Update()
+ Start()
+ Shutdown()
+ SetGravity()
+ SetMass()
+ SetDrag()
+ SetUseGravity()
+ SetIsKinematic()
and 10 more...