Component

tag
compoName

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

CollideComponent

+ CollideComponent()
+ ~CollideComponent()
+ isCollidingTileMap()
+ anyCollision()
+ checkCollision()
+ Render()
+ Update()
+ Start()
+ Shutdown()
+ getTag()
+ getCompoName()
+ setCompoName()