STAGE 1: states, flags and values update

1. Update input
2. Child/parent adding/removing
3. If transformed, transform flag = True

STAGE 2: 1st TRS calculation

1. Parent updates its final TRS and child’s TRS ONLY if transform flag == True
2. Same goes on for subsequent tiers

STAGE 3: update with changes

1. Collision checking
2. Main updating for entity and component
3. If transformation occurs, transform flag = True

STAGE 4: 2nd TRS calculation

1. Same as stage 2