```
IXMLSerializable
  + IXMLSerializable()
     -IXMLSerializable()
  +
  + IXMLSerializable()
  + operator=()
  + operator<<()
  + operator<<()
             Δ
    ECS::IComponent
    + IComponent()
    + ~
        -IComponent()
    + IComponent()
    + operator=()
             Δ
 Component::IBehaviour
 + IBehaviour()
     ·IBehaviour()
 + IBehaviour()
 + operator=()
 + Update()
 + FixedUpdate()
 + LateUpdate()
             Δ
 Component::AController
# _movement
# dropp-
 + AController()
    -AController()
 + AController()
 + operator=()
 + GetMovement()
  GetDropBomb()
 + GetAController()
 + Update()
 + FixedUpdate()
 + LateUpdate()
             Λ
   Component::AIAIgo
  _ai_player
- _state
 _entities
 _speed
- _direction
  window
 _directionPath
 _currentState
 _enabled
 _stateDuration
_timeToStateChange
+ AlAlgo()
+ ~AlAlgo()
+ AlAlgo()
+ operator=()
+ Update()
+ FixedUpdate()
+ LateUpdate()
+ operator<<()
+ operator<<()
+ GetClosestSymbolPos()
and 8 more...
```