```
IXMLSerializable
   + IXMLSerializable()
   + ~IXMLSerializable()
   + IXMLSerializable()
   + operator=()
   + operator<<()
   + operator<<()
             Δ
     ECS::IComponent
     + IComponent()
     + ~IComponent()
     + IComponent()
     + operator=()
  Component::IBehaviour
  + IBehaviour()
  + ~IBehaviour()
  + IBehaviour()
  + operator=()
  + Update()
  + FixedUpdate()
  + LateUpdate()
   Component::APickUp
   # _entity
# _pickup
   # _pickupRadius
# _coordinat
   + APickUp()
   + ~APickUp()
+ APickUp()
    + operator=()
    + OnPickup()
   + Update()
+ FixedUpdate()
    + LateUpdate()
   # getPlayerNbr()
Component::CoolDownBoost
+ CoolDownBoost()
   -CoolDownBoost()
+ CoolDownBoost()
+ operator=()
+ OnPickup()
+ DecrementCooldown()
+ LateUpdate()
+ operator<<()
+ operator<<()
```