```
IXMLSerializable
 + IXMLSerializable()
 + ~IXMLSerializable()
 + IXMLSerializable()
 + operator=()
 + operator<<()
 + operator<<()
   ECS::IComponent
   + IComponent()
   + ~IComponent()
   + IComponent()
   + operator=()
Component::Destructible
  _myEntity
  resistance
#
+ Destructible()
+ ~Destructible()
+ Destructible()
+ operator=()
+ GetResistance()
+ TakeDamage()
+ operator<<()
+ operator<<()
   Component::Box

    lootChance

   + Box()
   + ~Box()
   + Box()
   + operator=()
  + TakeDamage()
   + SpawnLoot()
  + SpawnParticles()
   + operator<<()
   + operator<<()
```