```
IXMLSerializable
  + IXMLSerializable()
  + ~IXMLSerializable()
  + IXMLSerializable()
  + operator=()
  + operator<<()
  + operator<<()
     ECS::IComponent
    + IComponent()
    + ~IComponent()
    + IComponent()
     + operator=()
   Component::Collider
    _otherEntities
 #
 #
    _myEntity
   collisionMask
 + Collider()
 + ~Collider()
 + Collider()
 + operator=()
 + IsColliding()
 + IsCollidingAtPosition()
 + CheckCollision()
 + CheckCollision()
 + DrawLines()
 + GetCollision()
 + GetCollisionPosition()
Component::SquareCollider
 rect
+ SquareCollider()
+ ~SquareCollider()
+ SquareCollider()
+ operator=()
+ IsColliding()
+ IsCollidingAtPosition()
+ CheckCollision()
+ CheckCollision()
+ DrawLines()
+ GetCollision()
and 6 more...
```