```
IXMLSerializable
   IXMLSerializable()
 + ~IXMLSerializable()
 + IXMLSerializable()
 + operator=()
+ operator<<()
 + operator<<()
            Δ
   ECS::IComponent
   + IComponent()
+ ~IComponent()
   + IComponent()
   + operator=()
            Λ
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::SpeedBoost
+ SpeedBoost()
+ ~SpeedBoost()
  ~SpeedBoost()
+ operator=()
+ OnPickup()
+ ApplyBoost()
+ LateUpdate()
+ operator<<()
+ operator<<()
```