```
IXMI Serializable
+ IXMLSerializable()
+ ~IXMLSerializable()
+ IXMLSerializable()
+ operator=()
+ operator<<()
+ operator<<()
   ECS::IComponent
   + IComponent()
   + ~IComponent()
   + IComponent()
   + operator=()
Component::IBehaviour
+ IBehaviour()
+ ~IBehaviour()
+ IBehaviour()
+ operator=()
+ Update()
+ FixedUpdate()
+ LateUpdate()
Component::Draggable
 colliders
  entity
 camera
 _selected
 transform
+ Draggable()
+ ~Draggable()
+ Draggable()
+ operator=()
+ Update()
+ FixedUpdate()
+ LateUpdate()
+ operator<<()
+ operator<<()
```