```
IXMLSerializable
  + IXMLSerializable()
  + ~IXMLSerializable()
  + IXMLSerializable()
  + operator=()
  + operator<<()
  + operator<<()
     ECS::IComponent
     + IComponent()
     + ~IComponent()
     + IComponent()
     + operator=()
   Component::Collider
 # _otherEntities
# myEntity
   _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...
```