```
IXMLSerializable
 + IXMLSerializable()
     -IXMLSerializable()
 + IXMLSerializable()
  + operator=()
  + operator<<()
+ operator<<()
             Δ
    ECS::IComponent
    + IComponent()
    + ~IComponent()
    + IComponent()
    + operator=()
             Δ
 Component::IBehaviour
 + IBehaviour()
    -IBehaviour()
 + IBehaviour()
 + operator=()
+ Update()
 + FixedUpdate()
 + LateUpdate()
             Δ
Component::AController
   _movement
#
#
   _dropBomb
+ AController()
+ ~AController()
+ AController()
+ operator=()
+ GetMovement()
+ GetDropBomb()
+ GetAController()
+ Update()
+ FixedUpdate()
+ LateUpdate()
             Δ
Component::PlayerInputs
  input
  window
 bombKey
  entity
+ PlayerInputs()
   -PlayerInputs()
+ PlayerInputs()
+ operator=()
+ Update()
+ FixedUpdate()
+ LateUpdate()
 operator<<()
  operator<<()
```