```
IXMI Serializable
+ IXMLSerializable()
+ ~IXMLSerializable()
+ IXMLSerializable()
+ operator=()
+ operator<<()
+ operator<<()
  ECS::IComponent
  + IComponent()
  + ~IComponent()
  + IComponent()
  + operator=()
Component::Animator
 stateMachine
 currentState
 entity
+ Animator()
+ ~Animator()
+ Animator()
+ operator=()
+ SetState()
+ AddState()
+ GetState()
+ PlayCurrentState()
+ operator<<()
+ operator<<()
```