```
IXMLSerializable
+ IXMLSerializable()
+ ~IXMLSerializable()
+ IXMLSerializable()
+ operator=()
+ operator<<()
+ operator<<()
           Δ
   ECS::IComponent
   + IComponent()
   + ~IComponent()
   + IComponent()
   + operator=()
Component::IBehaviour
+ IBehaviour()
+ ~IBehaviour()
+ IBehaviour()
+ operator=()
+ Update()
+ FixedUpdate()
+ LateUpdate()
Component::Movement
+ direction
_entity
_colliding
  speed
 _startSpeed
  bonusTime
 _maxSpeed
  collisionMask
+ Movement()
+ ~Movement()
+ Movement()
+ operator=()
+ Update()
+ FixedUpdate()
+ LateUpdate()
+ GetBonusTime()
+ SlipperyCollisions()
+ CheckCollidersPos()
+ BoostSpeed()
+ operator<<()
+ operator<<()
```