```
IXMLSerializable
  + IXMLSerializable()
  + ~IXMLSerializable()
  + IXMLSerializable()
  + operator=()
  + operator<<()
  + operator<<()
            Δ
    ECS::IComponent
    + IComponent()
       -IComponent()
    + IComponent()
    + operator=()
 Component::IBehaviour
 + IBehaviour()
 + ~IBehaviour()
 + IBehaviour()
 + operator=()
 + Update()
 + FixedUpdate()
 + LateUpdate()
  Component::Explosion
+ type
+ power
 _radius
 explosionTimer
 _window
 _myEntity
 _transform
 _coordinator
 _parent
_explosionSound
 _childExplosions
  exploding
+ Explosion()
+ ~Explosion()
+ Explosion()
+ operator=()
+ Update()
+ FixedUpdate()
+ LateUpdate()
+ GetExplosionTimer()
+ CheckParentLeftRadius()
+ Explode()
+ operator<<()
+ operator<<()
+ AddChildExplosion()
  SpawnParticles()
```