

GameEntity::AddChildGame
Entity

```
graph LR; A[GameEntity::AddChildGameEntity] --> B[GameEntity::GetComponent]; B --> B;
```

The diagram consists of two rectangular boxes. The left box is gray and contains the text 'GameEntity::AddChildGameEntity'. A blue arrow points from the right side of this box to the left side of the right box. The right box is white with a black border and contains the text 'GameEntity::GetComponent'. A blue curved arrow starts from the top of the right box and points back to the top of the same box, indicating a self-call.

GameEntity::GetComponent