GameComponent

+ y
# Name
# ID
# Position
# drawable
# collidable
# sensor
# spawner
# DeadComponent

+ __declspec()
+ __declspec()
+ __declspec()
+ __declspec()
+ __declspec()
+ __declspec()
+ __declspec()
+ __declspec()
+ __declspec()
+ __declspec()
and 6 more...

MovableComponent

+ MovableComponent()
+ ~MovableComponent()
+ Collide()
+ Update()
+ Draw()