```
GameComponent
   + y
  # Name
  # ID
  # Position
  # drawable
  # collidable
  # sensor
  # spawner
  # DeadComponent
     declspec()
      declspec()
       declspec()
      declspec()
     declspec()
     declspec()
     declspec()
      declspec()
       declspec()
       declspec()
   and 6 more...
  ExampleComponent
+ ExampleComponent()
+ Collide()
+ ~ExampleComponent()
+ Update()
+ Draw()
```