```
Ragot::Transform
# position
# rotation
# scale
# dirty

    transform_matrix

+ Transform()
+ ~Transform()
+ set_position()
+ get_position()
+ set_rotation()
+ get_rotation()
+ rotate()
+ set_scale()
+ get_scale()
+ is_dirty()
+ get_transform_matrix()
      Ragot::Node
# children
# parent
+ Node()
+ ~Node()
+ Node()
+ Node()
+ operator=()
+ operator=()
+ add_child()
+ remove_child()
+ get_children()
+ get_transform_matrix()
   Ragot::Component
# components
+ Component()
 + ~Component()
+ Component()
 + Component()
+ operator=()
 + operator=()
 + add_component()
 + remove_component()
 + get_components()
     Ragot::Camera
  fov
  near_plane
 far_plane
 aspect_ratio
 target
 projection_matrix
 view_matrix
 vp_matrix
 projDirty
  viewDirty
 vpDirty
  CAMERA_TAG
+ Camera()
+ Camera()
+ ~Camera()
+ get_fov()
+ get_near_plane()
+ get_far_plane()
+ get_aspect_ratio()
+ get_location()
+ get_target()
+ is_dirty()
+ set_fov()
+ set_near_plane()
+ set_far_plane()
+ set_aspect_ratio()
+ set_location()
+ set_target()
+ get_projection_matrix()
+ get_view_matrix()
+ get_vp_matrix()
+ get_view_direction()
+ get_right_direction()
+ get_up_direction()
+ project_to_ndc()
+ calculate_normal()
+ is_face_visible()
+ log_camera_info()
```