Component

+ Component()
+ ~Component()
+ Update()
+ Input()
+ Render()
+ RenderGui()
+ Reset()
+ GetType()
+ String()
+ SetGameObject()
+ GetGameObject()

Collider

+ Collider()
+ ~Collider()
+ Input()
+ Update()
+ Render()
+ RenderGui()
+ String()
+ GetType()
+ SetWH()
+ SetXY()
and 11 more...