BaseComponent	
	CanBeGhostPlayer
	CanBeHeld
	- CanBeHighlighted
	CanBePushed
	— CanGrabFromOtherFurniture
	CanHaveAilment
	CanHighlightOthers
	— CanHoldFurniture
	— CanHoldItem
	CanPerformJob
	CollectsUserInput
	ConveysHeldItem
	- CustomHeldItemPosition
	HasBaseSpeed
	- HasName
	- HasWork
	- IsRotatable
	IsSnappable
	IsSolid
	- ModelRenderer
	RespondsToUserInput
	SimpleColoredBoxRenderer
	Transform