```
getProperty('foo')
  getProperty('bar')
                                                                   GameObject
                              PropertyOverrideMap
FooComponentA
                                                                Properties['foo_A']
                                                              > Properties['foo_B']
getProperty(string)
                              'foo': 'foo B'
                                                                Properties['bar']
  getProperty('foo')
  getProperty('bar')
```