Component

parent
isCreated

+ Component()
+ ~Component()
+ onCreate()
+ onDestroy()
+ update()
+ draw()
+ Component()
+ ~Component()
+ onCreate()
+ onDestroy()
+ update()
+ draw()

AIComponent

- m_position
- m_velocity
- m_body
- beginningPosition
- bfs_graph
- aiPositions

+ AIComponent()
+ ~AIComponent()
+ onCreate()
+ onDestroy()
+ update()
+ draw()
+ Init()
+ seek()
+ flee()
+ wander()
and 7 more...