Component # isCreated + Component() + ~Component() + onCreate() + onDestroy() + update() + draw() + Component() + ~Component() + onCreate() + onDestroy() + update() + draw() **AIComponent** - m position m velocity - m body - beginningPosition - bfs_graph aiPositions + AlComponent() + ~AIComponent() + onCreate() + onDestroy() + update() + draw() + Init() + seek() + flee() + wander() and 7 more...

#parent