```
LouiEriksson::Component
+ Parent()
# Component()
# ~Component()
  LouiEriksson::Script
  # Script()
  # ~Script()
  # Begin()
  # Tick()
  # FixedTick()
  # OnCollision()
   LouiEriksson::Ball
    + Ball()
   + ~Ball()
   # Begin()
   # Tick()
   # FixedTick()
   # OnCollision()
```