```
LouiEriksson::ECS::
         Component
 + virtual std::shared
 ptr< GameObject > Parent
 () const
 # Component(const std
 ::shared ptr< GameObject
 > & parent) noexcept
 # virtual ~Component()
     LouiEriksson::Script
# Script(const std::
shared ptr< ECS::GameObject
> & parent) noexcept
# ~Script() override
=default
# virtual void Begin()
# virtual void Tick()
# virtual void FixedTick()
# virtual void OnCollision
(const Physics::Collision
& collision)
LouiEriksson::Game
           ::Player
+ Player(const std::
shared ptr< ECS::GameObject
> & parent)
+ ~Player() override
# void Begin() override
# void Tick() override
# void SpawnPlanes()
# void SpawnCamera()
# void SpawnPlayer()
# void SpawnBalls()
```