```
LouiEriksson::ECS::
          Component
  + virtual const std::
  weak_ptr< GameObject
  > & Parent() const noexcept
  # Component(const std
  ::weak_ptr< GameObject
  > &_parent) noexcept
  # virtual ~Component()
                Δ
LouiEriksson::Physics
            ::Collider
# Type m_Type
# std::shared ptr< btCollision
Shape > m_CollisionShape
# std::weak_ptr< Transform
> m_Transform
# std::weak_ptr< Rigidbody
> m Rigidbody
+ Collider(const std
::weak_ptr< ECS::GameObject
> &_parent) noexcept
+ ~Collider() override
=default
+ virtual void SetTransform
(const std::weak_ptr< Transform
> & transform) noexcept
+ const std::weak_ptr
< Transform > & GetTransform
() const noexcept
+ void SetRigidbody(const
std::weak_ptr< Rigidbody > &_transform) noexcept
+ const std::weak_ptr
< Rigidbody > & GetRigidbody
() const noexcept
+ void SetType(const
Type & type) noexcept
+ const Type & GetType
() const noexcept
   LouiEriksson::Physics
        ::SphereCollider
   + SphereCollider(const
    std::weak_ptr< ECS::
   GameObject > &_parent)
   + ~SphereCollider()
    override
   + void Radius(const float
    & radius)
   + float Radius() const
```