

```
std::enable_shared  
_from_this< GameObject >
```



LouiEriksson::ECS::
GameObject

```
+ void Name(const std  
::string &_name) noexcept  
+ const std::string &  
Name() const noexcept  
+ const std::weak_ptr  
< Scene > & GetScene  
( ) const noexcept  
+ const Hashmap< std  
::type_index, std::vector  
< std::shared_ptr< Component  
> > > & Components() const  
noexcept  
+ std::vector< std::shared  
_ptr< T > > GetComponents  
( ) const  
+ std::shared_ptr< T  
> GetComponent(size  
_t_index=0) const  
+ std::shared_ptr< T  
> AddComponent()  
+ void RemoveComponent  
(size_t_index=0)  
+ static std::shared  
_ptr< GameObject > Create  
(const std::shared_ptr<  
Scene > &_scene, const std  
::string &_name="")
```