

## LouiEriksson::Entity

```
+ void Name(const std
::string &_name)
+ const std::string &
  Name()
+ std::shared_ptr< Scene
  > GetScene()
+ Hashmap< std::type
_index, std::vector
< std::shared_ptr< Component
  > > > Components()
+ std::vector< std::shared
_ptr< T > > GetComponents()
+ std::shared_ptr< T
  > GetComponent(size
_t _index=0)
+ std::shared_ptr< T
  > AddComponent()
+ void RemoveComponent
(size_t _index=0)
+ static std::shared
_ptr< Entity > Create
(std::shared_ptr< Scene
  > _scene, std::string
_name="")
```