```
LouiEriksson::ECS::
          Component
  + virtual const std::
  weak_ptr< GameObject
  > & Parent() const noexcept
  # Component(const std
  ::weak_ptr< GameObject
  > & parent) noexcept
  # virtual ~Component()
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
         ::PlaneCollider
  + PlaneCollider(const
   std::weak_ptr< ECS::
  GameObject > &_parent)
   noexcept
  + ~PlaneCollider() override
  + void SetTransform(const
   std::weak_ptr< Transform
> &_transform) noexcept
   override
```