```
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
            ::Plane
  # static std::shared
   ptr< Graphics::Mesh
  > m Mesh
  # static std::weak ptr
  < Graphics::Material
  > m Material
  + Plane(const std::shared
  ptr< ECS::GameObject >
  & parent) noexcept
  + ~Plane() override
  # void Begin() override
  # void Tick() override
```