## LouiEriksson::Component + virtual std::shared ptr< GameObject > Parent const # Component(const std ::shared ptr< GameObject > & parent) # virtual ~Component() LouiEriksson::Script # Script(const std:: shared ptr< GameObject > & parent) # ~Script() override =default # virtual void Begin() # virtual void Tick() # virtual void FixedTick() # virtual void OnCollision (const Collision & collision) LouiEriksson::Player + Player(const std:: shared ptr< GameObject > & parent) + ~Player() override # void Begin() override # void Tick() override # void SpawnPlanes() # void SpawnCamera() # void SpawnPlayer() # void SpawnBalls()