## LouiEriksson::ECS:: Component + virtual std::type index TypeID() const noexcept=0 + virtual const std:: weak ptr< GameObject > & Parent() const noexcept # Component(const std ::weak ptr< GameObject > & parent) noexcept # virtual ~Component() LouiEriksson::Script # Script(const std:: weak 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 ::Ball + Ball(const std::weak ptr< ECS::GameObject > & parent) noexcept + ~Ball() override + std::type index TypeID () const noexcept override # void Begin() override # void Tick() override # void FixedTick() override # void OnCollision(const Physics::Collision &

collision) override