```
LouiEriksson::Engine
::ECS::Component

+ virtual const std::
type_index TypeID()
const noexcept=0
+ virtual const std::
weak_ptr< GameObject
> & Parent() const noexcept
# Component(const std
::weak_ptr< GameObject
```

LouiEriksson::Engine ::Transform

> &_parent) noexcept
virtual ~Component()

+ glm::quat m_Rotation + glm::vec3 m_Scale + Transform(const std

+ glm::vec3 m Position

::weak_ptr< ECS::GameObject > &_parent) noexcept + const std::type_index TypeID() const noexcept override

+ glm::vec3 ToWorld(const glm::vec3 &_vector) const + glm::mat4 TRS() const