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