```
LouiEriksson::ECS::
         Component
+ 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
         ::OrbitCam
# std::weak ptr< Graphics
::Camera > m Camera
# std::weak ptr< Transform
> m Transform
# glm::vec3 m Target
# float m AnimationProgress
+ OrbitCam(const std
::weak ptr< ECS::GameObject
> & parent) noexcept
+ ~OrbitCam() override
# void Begin() override
# void Tick() override
# void SyncCameraSettings
() noexcept
```