```
LouiEriksson::Engine
      ::ECS::Component
+ virtual const std::
type index TypeID()
 const noexcept=0
+ virtual const std::
weak_ptr< GameObiect
 > & 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::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
+ const std::type index
TypeID() const noexcept
override
# void Begin() override
# void Tick() override
# void SyncCameraSettings
() noexcept
```