```
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::Plane
  # static std::weak ptr
  < Graphics::Material
  > m Material
  + Plane(const std::weak
  ptr< ECS::GameObject
  > & parent) noexcept
  + ~Plane() override
  + const std::type index
  TypeID() const noexcept
  override
  # void Begin() override
  # void Tick() override
```