```
LouiEriksson::Engine
     ::ECS::Component
+ virtual 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::Engine
   ::Audio::AudioListener
+ AudioListener(const
std::weak_ptr< ECS::
GameObject > & parent)
noexcept
+ ~AudioListener() override
+ std::type index TypeID
() const noexcept override
+ void Begin() override
+ void Tick() override
+ void Gain(const float
& value) noexcept
+ const float & Gain
() const noexcept
```