

std::enable_shared
_from_this< GameObject >



LouiEriksson::GameObject

```
+ void Name(const std
::string &_name)
+ const std::string &
  Name()
+ std::shared_ptr< Scene
  > GetScene()
+ Hashmap< std::type
_index, std::vector
< std::any > > & Components()
+ std::vector< std::any
  > GetComponents()
+ std::shared_ptr< T
  > GetComponent(size
_t _index=0)
+ std::shared_ptr< T
  > AddComponent()
+ void RemoveComponent
(size_t _index=0)
+ static std::shared
_ptr< GameObject > Create
(const std::shared_ptr<
  Scene > &_scene, const std
::string &_name="")
```