```
LouiEriksson::Component
  + virtual std::shared
   ptr< GameObject > Parent
  () const
  # Component(const std
  ::shared ptr< GameObject
  > & parent)
  # virtual ~Component()
     LouiFriksson::Collider
# Type m Type
# std::shared ptr< btCollision
Shape > m CollisionShape
# std::weak ptr < Transform
> m Transform
# std::weak ptr< Rigidbody
> m Rigidbody
+ Collider(const std
::shared ptr< GameObject
> & parent)
+ ~Collider() override
=default
+ virtual void SetTransform
(const std::weak ptr < Transform
> & transform)
+ const std::weak ptr
< Transform > & GetTransform()
+ void SetRigidbody(const
std::weak ptr< Rigidbody
> & transform)
+ const std::weak ptr
< Rigidbody > & GetRigidbody()
+ void SetType(const
Type & type)
+ Type GetType()
```