```
LouiEriksson::ECS::
Component
```

+ virtual const std::
weak\_ptr< GameObject
> & Parent() const noexcept
# Component(const std

::weak\_ptr< GameObject
> &\_parent) noexcept
# virtual ~Component()



## LouiEriksson::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)