```
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()
                Δ
LouiEriksson::Engine
       ::Physics::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
::weak_ptr< ECS::GameObject
> &_parent) noexcept
+ ~Collider() override
=default
+ virtual void SetTransform
(const std::weak_ptr< Transform
> &_transform) noexcept
+ const std::weak_ptr
< Transform > & GetTransform
() const noexcept
+ void SetRigidbody(const
std::weak_ptr< Rigidbody > &_transform) noexcept
+ const std::weak_ptr
< Rigidbody > & GetRigidbody
() const noexcept
+ void SetType(const
Type &_type) noexcept
+ const Type & GetType
() const noexcept
  LouiEriksson::Engine
     ::Physics::PlaneCollider
  + PlaneCollider(const
   std::weak_ptr< ECS::
  GameObject > &_parent)
   noexcept
  + ~PlaneCollider() override
  + std::type_index TypeID
  () const noexcept override
  + void SetTransform(const
   std::weak_ptr< Transform > &_transform) noexcept
   override
```