LouiEriksson::Component

+ virtual std::shared
_ptr< GameObject > Parent
() const
Component(const std
::shared_ptr< GameObject
> &_parent)
virtual ~Component()

LouiEriksson::Transform

+ glm::vec3 m_Position
+ glm::quat m_Rotation
+ glm::vec3 m_Scale

+ Transform(const std
::shared_ptr< GameObject
> &_parent)
+ glm::vec3 ToWorld(const
glm::vec3 &_vector) const
+ glm::mat4 TRS() const