LouiEriksson::Component

+ Parent()
# Component()
# ~Component()

LouiEriksson::Collider

m_Type
m_CollisionShape
m_Transform
m_Rigidbody

+ Collider()
+ ~Collider()
+ SetTransform()
+ GetTransform()
+ SetRigidbody()
+ GetRigidbody()
+ SetType()
+ GetType()