```
LouiEriksson::Component
+ Parent()
# Component()
# ~Component()
  LouiEriksson::Script
  # Script()
  # ~Script()
  # Begin()
  # Tick()
  # FixedTick()
  # OnCollision()
 LouiEriksson::FlyCam
# m Camera
# m_Transform
# m_AudioListener
# m_GunSound
# m Motion
# m_MoveSpeed
# m LookSpeed
# m Rotation
+ FlyCam()
+ ~FlyCam()
+ GetCamera()
+ GetTransform()
# Begin()
# Tick()
# SyncCameraSettings()
```