```
LouiEriksson::Component
+ virtual std::shared
ptr< GameObject > Parent
() const
# Component(const std
::shared ptr< GameObject
```

LouiFriksson::AudioListener

virtual ~Component()

> & parent)

+ AudioListener(const std::shared ptr< GameObject > & parent) + ~ĀudioListener() override

+ void Init() + void Tick() + void Gain(const float & value)

() const

+ const float & Gain