LouiEriksson::ECS::Component

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

LouiEriksson::Script

Script(const std::
shared_ptr< ECS::GameObject
> &_parent) noexcept
~Script() override
=default
virtual void Begin()
virtual void Tick()
virtual void FixedTick()
virtual void OnCollision
(const Physics::Collision
&_collision)

LouiEriksson::Game::Ball

+ Ball(const std::shared
_ptr< ECS::GameObject
> &_parent)
+ ~Ball() override
# void Begin() override
# void Tick() override
# void FixedTick() override
# void OnCollision(const
Physics::Collision &
_collision) override