LouiEriksson::Component

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

LouiEriksson::Script

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

LouiEriksson::Plane

static std::shared
_ptr< Mesh > m_Mesh
static std::weak_ptr
< Material > m_Material

+ Plane(const std::shared
_ptr< GameObject > &_parent)
+ ~Plane() override
# void Begin() override
# void Tick() override