

```
std::enable_shared  
_from_this< GameObject >
```



LouiEriksson::Engine
::ECS::GameObject

```
+ void Name(const std  
::string &_name) noexcept  
+ const std::string &  
  Name() const noexcept  
+ const std::weak_ptr  
< Scene > & GetScene  
( ) const noexcept  
+ const Hashmap< std  
::type_index, std::vector  
< std::shared_ptr< Component  
> > > & Components() const  
noexcept  
+ std::vector< const  
std::weak_ptr< T >  
> GetComponents() const  
+ std::weak_ptr< T >  
  GetComponent(size_t  
_index=0) const  
+ std::weak_ptr< T >  
  AddComponent()  
+ void RemoveComponent  
(size_t _index=0)  
+ static std::shared  
_ptr< GameObject > Create  
(const std::shared_ptr<  
Scene > &_scene, const std  
::string &_name="")
```