## LouiEriksson::Component + virtual std::shared ptr< GameObject > Parent () const # Component(const std ::shared ptr< GameObject > & parent) # virtual ~Component() LouiEriksson::Collider # Type m Type # std::shared ptr< btCollision Shape > m\_CollisionShape # std::weak ptr< Transform > m Transform # std::weak\_ptr< Rigidbody > m Rigidbody + Collider(const std ::shared ptr< GameObject > &\_parent) + ~Collider() override =default + virtual void SetTransform (const std::weak ptr < Transform > & transform) + const std::weak\_ptr < Transform > & GetTransform() + void SetRigidbody(const std::weak ptr< Rigidbody > & transform) + const std::weak\_ptr < Rigidbody > & GetRigidbody() + void SetType(const Type & type) + Type GetType() LouiEriksson::SphereCollider + SphereCollider(const std::shared ptr< GameObject > & parent) + ~SphereCollider() override + void Radius(const float & radius) + float Radius() const