```
LouiEriksson::Component
+ Parent()
# Component()
# ~Component()
LouiEriksson::Rigidbody
+ Rigidbody()
+ ~Riaidbodv()
+ Interpolate()
+ Sync()
+ Collisions()
+ SetTransform()
+ GetTransform()
+ SetCollider()
+ GetCollider()
+ Position()
+ Position()
+ Rotation()
+ Rotation()
+ Kinematic()
+ Kinematic()
+ Gravity()
+ Gravity()
+ Velocity()
+ Velocity()
+ Angular Velocity()
+ AngularVelocity()
+ AddForce()
+ GetForce()
+ Mass()
+ Mass()
+ Drag()
+ Drag()
+ AngularDrag()
+ AngularDrag()
+ Friction()
+ Friction()
+ Bounciness()
+ Bounciness()
```