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::PlaneCollider

- + PlaneCollider(const std::shared_ptr< GameObject
- > &_parent)
- + ~PlaneCollider() override
- + void SetTransform(const std::weak_ptr< Transform
- > &_transform) override

LouiEriksson::SphereCollider

- + SphereCollider(const std::shared ptr< GameObject
- > &_parent)
- + ~SphereCollider()
- override
- + void Radius(const float
- &_radius)
- + float Radius() const