

```
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  
+ 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="")
```