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LouiEriksson::ECS::
Component
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+ virtual std::shared ptr< GameObject > Parent () const # Component(const std ::shared ptr< GameObject > & parent) noexcept



virtual ~Component()

LouiFriksson: Transform

- + glm::vec3 m Position + glm::guat m Rotation + glm::vec3 m Scale
- + Transform(const std
- ::shared ptr< ECS::GameObject > & parent) noexcept + glm::vec3 ToWorld(const
 - glm::vec3 & vector) const + glm::mat4 TRS() const