```
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
```