```
LouiEriksson::Engine
       ::ECS::Component
 + virtual const std::
 type index TypeID()
  const noexcept=0
  + virtual const std::
 weak ptr< GameObject
  > & Parent() const noexcept
 # Component(const std
  ::weak ptr< GameObject
  > & parent) noexcept
  # virtual ~Component()
LouiEriksson::Engine
       ::Physics::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 ::weak ptr< ECS::GameObject > & parent) noexcept

+ ~Collider() override =default + virtual void SetTransform (const std::weak ptr < Transform > & transform) noexcept + const std::weak ptr < Transform > & GetTransform () const noexcept + void SetRigidbody(const

std::weak ptr< Rigidbody > & transform) noexcept

+ const std::weak ptr < Rigidbody > & GetRigidbody () const noexcept

+ void SetType(const Type &_type) noexcept + const Type & GetType () const noexcept