```
LouiEriksson::Engine
        ::ECS::Component
   + virtual 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
             ::Script
  # Script(const std::
  weak_ptr< ECS::GameObject
   > & parent) noexcept
  # ~Script() override
  =default
  # virtual void Begin()
  # virtual void Tick()
  # virtual void FixedTick()
  # virtual void OnCollision
  (const Physics::Collision
   & collision)
LouiEriksson::Game
        ::Scripts::FlyCam
# std::weak_ptr< Graphics
::Camera > m_Camera
# std::weak ptr< Transform
> m Transform
# std::weak_ptr< Audio
::AudioListener > m_AudioListener
# std::weak_ptr< Audio
::AudioSource > m_GunSound
# glm::vec3 m_Motion
# float m_MoveSpeed
# float m_LookSpeed
# glm::vec3 m Rotation
+ FlyCam(const std::
weak_ptr< ECS::GameObject
> & parent) noexcept
+ ~FlyCam() override
+ std::type_index TypeID
() const noexcept override
# void Begin() override
# void Tick() override
# void SyncCameraSettings
() noexcept
```