LouiEriksson::Component

+ virtual std::shared
_ptr< GameObject > Parent
() const
Component(const std
::shared_ptr< GameObject
> &_parent)
virtual ~Component()

LouiEriksson::Script

Script(const std::
shared_ptr< GameObject
> &_parent)
~Script() override
=default
virtual void Begin()
virtual void Tick()
virtual void FixedTick()
virtual void OnCollision
(const Collision &_collision)

LouiEriksson::FlyCam

std::weak_ptr< Camera
> m_Camera
std::weak_ptr< Transform
> m_Transform
std::weak_ptr< AudioListener
> m_AudioListener
std::weak_ptr< AudioSource
> m_GunSound
glm::vec3 m_Motion
float m_MoveSpeed
float m_LookSpeed
glm::vec3 m_Rotation
float m_AnimationProgress

+ FlyCam(const std::
shared_ptr< GameObject
> &_parent)
+ ~FlyCam() override
+ std::shared_ptr< Camera
> GetCamera()
+ std::shared_ptr< Transform
> GetTransform()
void Begin() override
void Tick() override
void SyncCameraSettings()