### LouiEriksson::ECS:: Component

+ virtual const std::
weak\_ptr< GameObject
> & Parent() const noexcept
# Component(const std
::weak\_ptr< GameObject
> &\_parent) noexcept
# virtual ~Component()

#### LouiEriksson::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 ::Ball

+ Ball(const std::weak
\_ptr< ECS::GameObject
> &\_parent) noexcept
+ ~Ball() override
# void Begin() override
# void Tick() override
# void FixedTick() override
# void OnCollision(const
Physics::Collision &
collision) override

## LouiEriksson::Game ::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
# void Begin() override
# void Tick() override
# void SyncCameraSettings
() noexcept

# LouiEriksson::Game ::OrbitCam

# std::weak\_ptr< Graphics
::Camera > m\_Camera
# std::weak\_ptr< Transform
> m\_Transform
# glm::vec3 m\_Target
# float m\_AnimationProgress
+ OrbitCam(const std

::weak\_ptr< ECS::GameObject
> &\_parent) noexcept
+ ~OrbitCam() override
# void Begin() override
# void Tick() override
# void SyncCameraSettings
() noexcept

# LouiEriksson::Game ::Plane

# static std::shared
\_ptr< Graphics::Mesh
> m\_Mesh
# static std::weak\_ptr
< Graphics::Material
> m\_Material

+ Plane(const std::weak \_ptr< ECS::GameObject > &\_parent) noexcept + ~Plane() override # void Begin() override # void Tick() override