```
LouiEriksson::Engine
::ECS::Component

+ virtual std::type_index
TypeID() const noexcept=0
+ virtual const std::
```

weak_ptr< GameObject
> & Parent() const noexcept
Component(const std)

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</pre>

> &_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