```
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
    LouiEriksson::Engine
    ::Physics::SphereCollider
    + SphereCollider(const
    std::weak_ptr< ECS::
    GameObject >
                   &_parent)
    + ~SphereCollider()
    override
    + const std::type_index
    TypeID() const noexcept
    override
    + void Radius(const float
    &_radius)
+ float Radius() const
```