```
+ 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)