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

+ 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::Script

Script(const std::
 weak_ptr< ECS::GameObject
 > & parent) noexcept

> &_parent) noexcept
~Script() override

=default

virtual void Begin()
virtual void Tick()

virtual void FixedTick()
virtual void OnCollision
(const Physics::Collision
& collision)