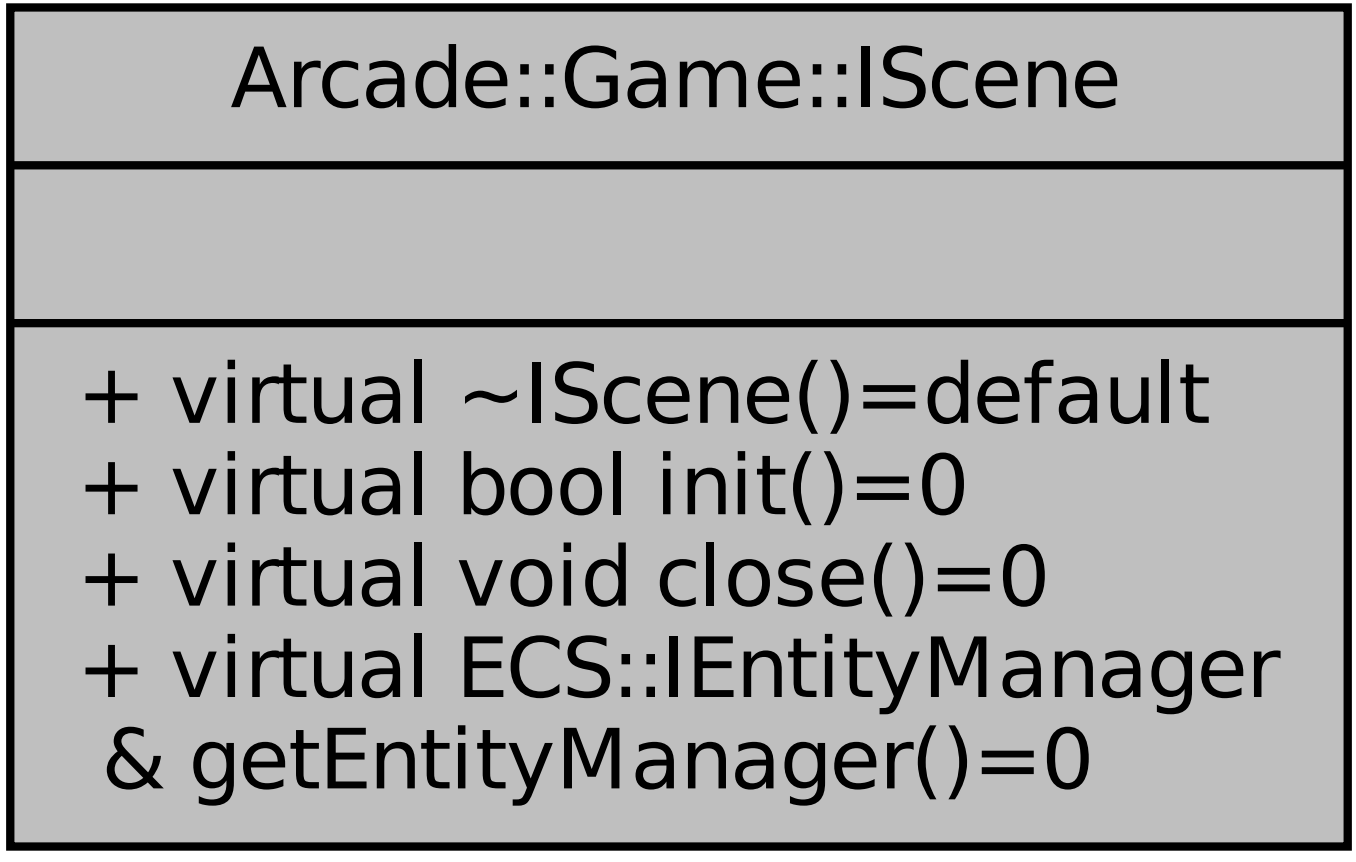
Arcade::Game::IScene
+ virtual ~IScene()=default
+ virtual bool init()=0
+ virtual void close()=0
+ virtual ECS::IEntityManager
& getEntityManager()=0