Arcade::ECS::IEntityManager

+ virtual ~IEntityManager
()=default
+ virtual IEntity & create
Entity()=0
+ virtual const std::
vector< std::unique
_ptr< IEntity > > & getEntities
() const =0
+ virtual const std::
vector< std::unique
_ptr< IEntity > > & getEntities
ByComponentType(CompType comp)
 const =0
+ virtual void removeEntity
(std::unique_ptr< IEntity >)=0
+ virtual void removeAllEntities()=0