

## Arcade::IGameModule

```
+ virtual ~IGameModule  
()=default  
+ virtual std::unordered  
_map< std::string, Arcade  
::ISystemModule * > initSystem()=0  
+ virtual std::vector  
< Arcade::IEntityModule  
* > getEntities()=0  
+ virtual Arcade::IEventHandler  
* initEventHandler()=0
```