

Arcade::Core::IGameModule

```
+ virtual ~IGameModule  
()=default  
+ virtual std::shared  
_ptr< Arcade::Game::  
ISceneManager > getSceneManager()=0  
+ virtual void changeGame  
(const std::string &gameName)=0  
+ virtual void changeGame()=0  
+ virtual std::shared  
_ptr< Arcade::ECS::IEventManager  
> getGameEventManager()=0
```