Arcade::ECS::IEntity

+ virtual ~IEntity()
=default
+ virtual std::size_t
 getId() const =0
+ virtual const std::
vector< std::unique
_ptr< IComponent > >
 & getComponents()=0
+ virtual const std::
vector< std::unique
_ptr< IComponent > >
 & getComponents(CompType
 type)=0
+ virtual void addComponent
(std::unique_ptr< IComponent
 > component)=0