

## Arcade::ECS::IEntityManager

```
+ virtual ~IEntityManager  
( )=default  
+ virtual IEntity & create  
Entity(const std::string  
  &id)=0  
+ virtual const std::  
vector< std::shared  
_ptr< IEntity > > & getEntities  
( ) const =0  
+ virtual std::unique  
_ptr< std::vector< std  
::shared_ptr< IEntity  
  > > > getEntitiesByComponentType  
(CompType comp) const =0  
+ virtual void removeEntity  
(std::string id)=0  
+ virtual void removeAllEntities()=0
```