Arcade::ECS::ISystem

+ virtual ~ISystem()
=default
+ virtual void run(std
::size_t deltaTime, IEntity
Manager &, Arcade::ECS::IEventManager &)=0
+ virtual void close()=0

Arcade::Game::IGameLogic

+ virtual ~IGameLogic
()=default
+ virtual void run(std
::size_t deltaTime, Arcade
::ECS::IEntityManager &,
 Arcade::ECS::IEventManager
 &) override=0
+ virtual void close
() override=0