Arcade::IRenderComp

+ virtual ~IRenderComp
()=default
+ virtual std::size_t
getId() const =0

Arcade::ISprite

+ virtual ~ISprite()
=default
+ virtual const std::
string & getPath2d()
const =0
+ virtual const std::
string & getPath3d()
const =0
+ virtual const Graph
::NcursesData & getNcurseData
() const =0
+ virtual const Vector2f
& get2dPos() const =0
+ virtual void set2dPos
(Vector2f pos)
+ virtual const Vector2f
& get2dSize() const =0
+ virtual void set2dSize
(Vector2f size)=0
+ virtual const Vector3f
& get3dPos() const =0
+ virtual void set3dPos
(Vector3f pos)=0
+ virtual const Vector3f
& get3dSize() const =0
+ virtual void set3dSize
(Vector3f size)=0

Arcade::IText

+ virtual ~IText()=default
+ virtual const std::
string & getFontPath
() const =0
+ virtual const std::
string & getText() const =0
+ virtual void setText
(std::string text)=0
+ virtual const color
& getBackgroundColor
() const =0
+ virtual void setBackground
Color(color color)=0
+ virtual const color
& getForegroundColor
() const =0
+ virtual void setForeground
Color(color color)=0
+ virtual float getPoliceSize
() const =0
+ virtual void setPoliceSize
(float size)=0
+ virtual const vector2f
& getPos() const =0
+ virtual void setPos
(vector2f pos)=0

Arcade::IMusic

+ virtual ~IMusic()=default
+ virtual const std::
string & getPath() const =0
+ virtual bool getLoop
() const =0
+ virtual void setLoop
(bool loop)=0
+ virtual bool getIsPlaying
() const =0
+ virtual void setIsPlaying
(bool isPlaying)=0
+ virtual float getVolume
() const =0
+ virtual void setVolume
(float volume)=0