Arcade::ECS::ISystemManager
+ virtual ~ISystemManager ()=default + virtual void addSystem (const std::string &name, Arcade::ECS::ISystem *system)=0 + virtual void removeSystem (const std::string &name)=0 + virtual void update (std::size_t deltaTime, Arcade::ECS::IEventManager &eventManager, Arcade::Core ::IDisplayModule &displayModule, Arcade::Core::IGameModule &gameModule)=0