Arcade::ECS::IComponent

+ virtual ~IComponent
()=default
+ virtual CompType getType
() const =0

Arcade::Graph::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

Arcade::Graph::ISprite

+ virtual ~ISprite()
=default
+ virtual const std::
string & getPath() const =0
+ virtual const TTYData
& getNcurseData() const =0
+ virtual const Arcade
::Vector3f & getPos()
const =0
+ virtual void setPos
(Arcade::Vector3f pos)=0
+ virtual const Arcade
::Vector3f & getSize
() const =0
+ virtual void setSize
(Arcade::Vector3f size)=0
+ virtual Color & getColor
() const =0
+ virtual Rect & getRect
() const =0
+ virtual float & getScale
() const =0

Arcade::Graph::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 Arcade
::Graph::Color & getBackground
Color() const =0
+ virtual void setBackground
Color(Arcade::Graph::Color
color)=0
+ virtual const Arcade
::Graph::Color & getForeground
Color() const =0
+ virtual void setForeground
Color(Arcade::Graph::Color
color)=0
+ virtual float getPoliceSize
() const =0
+ virtual void setPoliceSize
(float size)=0
+ virtual const Arcade
::Vector2f & getPos()
const =0
+ virtual void setPos
(Arcade::Vector2f pos)=0