Arcade::ECS::IComponent

+ virtual ~IComponent
()=default
+ virtual CompType getType
() const =0
+ virtual const std::
string & getId() const =0

Arcade::Graph::ISprite

+ virtual ~ISprite()
=default
+ virtual const std::
string & getId() const
 override=0
+ 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