Arcade::ECS::ISystemManager

+ virtual ~ISystemManager
()=default
+ virtual void addSystem
(const std::string &name,
 std::unique_ptr< Arcade
::ECS::ISystem > system)=0
+ virtual void removeSystem
(const std::string &name)=0
+ virtual void update
(float deltaTime, Arcade
::ECS::IEventManager &eventManager,
 Arcade::ECS::IEntityManager &currentScene)=0