Arcade::ECS::IEntityManager

+ virtual ~IEntityManager
()=default
+ virtual IEntity & create
Entity(const std::string
&id)=0
+ virtual const std::
vector< std::shared
_ptr< IEntity > > & getEntities
() const =0
+ virtual std::unique
_ptr< std::vector< std
::shared_ptr< IEntity
 > > > getEntitiesByComponentType
(CompType comp) const =0
+ virtual std::shared
_ptr< IEntity > getEntities
ById(const std::string &id)
 const =0
+ virtual void removeEntity
(const std::string &id)=0
+ virtual void removeAllEntities()=0