

WAL::Scene

- + Entity
- _id
- _entities
- _newEntities
- _views
- _nextID

- + getID()
- + getEntities()
- + addEntity()
- + scheduleNewEntity()
- + view()
- + applyChanges()
- + Scene()
- + Scene()
- + ~Scene()
- + operator=()
- _componentAdded()
- _componentRemoved()
- _entityRemoved()