

IJobEntity

```
classDiagram
    class IJobEntity {
    }
    class RhythmSystemEntitiesECS_System_SetNoteOptionJob {
        +musicID
        +scrollSpeed
        +playerInputOffset
        -Execute()
    }
    RhythmSystemEntitiesECS_System_SetNoteOptionJob --|> IJobEntity
```

RhythmSystemEntities.ECS.
System.SetNoteOptionJob

+ musicID
+ scrollSpeed
+ playerInputOffset
- Execute()