

SystemBase

```
classDiagram
    class SystemBase {
    }
    class RhythmSystemEntitiesECSSystemNoteJudgeSystem {
        - onJudge
        - judgeMusicSettingsList
        - isJudgeInput
        - judgedInputData
        + OnJudge()
        + AddMusicSettings()
        + Judge()
        # OnCreate()
        # OnUpdate()
        # OnDestroy()
        - ExecuteJudge()
    }
    RhythmSystemEntitiesECSSystemNoteJudgeSystem --|> SystemBase
```

RhythmSystemEntities.ECS.  
System.NoteJudgeSystem

- onJudge
- judgeMusicSettingsList
- isJudgeInput
- judgedInputData

- + OnJudge()
- + AddMusicSettings()
- + Judge()
- # OnCreate()
- # OnUpdate()
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