

pyECSS: Entity-Component-System in a Scenegraph

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Composite, Iterator Patterns: **Entities, Components, ComponentIterator**
Visitor Pattern: **Systems**
Facade Pattern, Factory Method: **ECSSManager**
Singleton Pattern: Scene, **ECSSManager**
Decorator Pattern: **RenderDecorator, ComponentDecorator, SystemDecorator**
game-loop pattern (GPP non GoF): **Scene**
Observer, Mediator: **EventManager**

