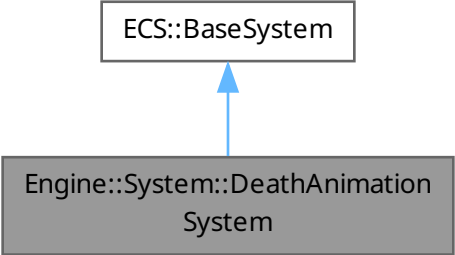


ECS::BaseSystem



```
graph BT; A[Engine::System::DeathAnimation System] --> B[ECS::BaseSystem]
```

Engine::System::DeathAnimation
System