

ECS::BaseEventSubscriber

```
graph BT; A[ECS::BaseEventSubscriber]; B[ECS::EventSubscriber < KeyPressedEvent >]; C[Rtype::Subscriber:: PlayerMovePressedSubscriber]; B --> A; C --> B;
```

ECS::EventSubscriber  
< KeyPressedEvent >

Rtype::Subscriber::  
PlayerMovePressedSubscriber