

ECS::BaseEventSubscriber

```
graph BT; A[ECS::BaseEventSubscriber]; B[ECS::EventSubscriber < KeyPressedEvent >]; C[Rtype::Subscriber::ShootPlayerPressedSubscriber]; B --> A; C --> B; style C fill:#ccc
```

ECS::EventSubscriber
< KeyPressedEvent >

Rtype::Subscriber::
ShootPlayerPressedSubscriber