# Scene

The scene resource loader will get the game ID, then parse the resulting data on disk. (EG, the tiled TMX in XML or JSON format).

When all of the data is loaded, the component\_systems for each respective type are called to create the resource.

Each layer gets a SceneLayer object, which contains the components (tilemap, panorama, etc).

Atlas’s are stored within the tilemap component system, because they can be used in multiple scene layers.

## Entity

Entities first have each data component loaded based on their ID (sprite, behavior, physics etc are separate data pieces).

After load, each component system creates and initializes it’s component.

Once they are created, the resource loader calls the request ptr method on each component system. This must be done after we know that all components of the entity have been created, so needed function pointers (etc) exist to be passed to each entity

EG- the sprite needs to have a pointer to the behavior to know what sprite to display.