Registry + Registry() + operator=() + Registry() + create_entity() + destroy_entity() + add_component() + has_component() + get_component() + remove_component() + get_entities_with_component()

Window + Window() + ~Window() + isOpen() + pollEvents() + swapBuffers() + getWidth() + getHeight() + framebufferSizeCallback() #registry #window Engine + Engine() + ~Engine() + init() + run() + stop() + fixed update() + on start() Simulation

+ on start()

+ fixed_update()

Renderer + Renderer() + clearObjects() + render() + setShader() + getCamera() + initialize() + clear() + submit() + submitLight()

+ shutdown()

+ getShader()

#renderer