System

- componentSignature
- entities

+ System()
+ ~System()
+ AddEntityToSystem()
+ RemoveEntityFromSystem()
+ GetSystemEntities()
+ GetComponentSignature()
+ RequireComponent()

SceneTimeSystem

- sceneStartTime
- currentTime
- deltaTime
- paused
- pauseStartTime
- totalPausedTime

+ SceneTimeSystem()
+ Pause()
+ Resume()
+ Update()
+ GetSceneTime()
+ GetDeltaTime()
+ Reset()