## System

- componentSignature
- entities
- + System()
- + ~System()
- + AddEntityToSystem()
- + RemoveEntityFromSystem()+ GetSystemEntities()
- + GetComponentSignature()
- + RequireComponent()



## CollisionSystem

- + CollisionSystem()
- + Update()- CheckCircleVsCircle()
- DistancePointToSegment()
  - · CheckCircleVsPolygon()