System - componentSignature - entities + System()

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



DamageSystem

- + DamageSystem()
- + SubscribeToCollisionEvent()
- + OnCollision()+ DestroyAllEnemies()
- + CreateExplosion()