





Scenes are just functions setting up and updating the World they are provided. Through their actions, they can basically do anything. This allows more flexibility because you can "bend the rules" of data-oriented programming when appropriate (for example setting up and destroying global objects or debugging).

Scenes return the index of the next scene to play or special values such as NEXT, PREV and most importantly QUIT. They can access scene names and indices through the GameManager provided as a parameter. The GameManager loops as long as QUIT isn't returned and no error occurred

The systems have all the entities they need to affect thanks to their registration in the World. They call the World's GetComponent methods to fetch references to their entities component and affect those.