```
ECS::SystemManager
_systems
+ SystemManager()
+ ~SystemManager()
+ SystemManager()
+ operator=()
+ AddSystem()
+ RemoveSystem()
+ HasSystem()
+ GetSystem()
+ GetSystems()

    systemManager

  ECS::Coordinator
 + CloseWindow
   scenes
   currentScene
  _fixedDeltaTime
  _duration
  _lastRun
  firstRun
  _gameIsRunning
 _coordinator
 + Coordinator()
 + ~Coordinator()
 + Coordinator()
 + operator=()
 + AddSystem()
 + CreateEntity()
 + RemoveSystem()
 + GetSystem()
 + HasSystem()
 + Run()
 and 9 more...
 + GetInstance()
 Update()
 FixedUpdate()
 LateUpdate()
           -_coordinator
    EntityFactory
   _pickupFunctions
 + EntityFactory()
 + ~EntityFactory()
 + EntityFactory()
 + operator=()
 + createEntity()
 + createButton()
 + createTextBox()
 + createWall()
 + createBox()
 + createPlayer()
```

and 15 more...