

pyglGA ECSS: Entity-Component-System in a Scenograph

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Composite, Iterator Patterns: **Entities, Components, ComponentIterator**

Visitor Pattern: **Systems**

Facade Pattern, Factory Method: **ECSSManager**

Singleton Pattern: **Scene, ECSSManager**

Decorator Pattern: **RenderDecorator, ComponentDecorator, SystemDecorator**

game-loop pattern (GPP non GoF): **Scene**

Observer, Mediator: **EventManager**

