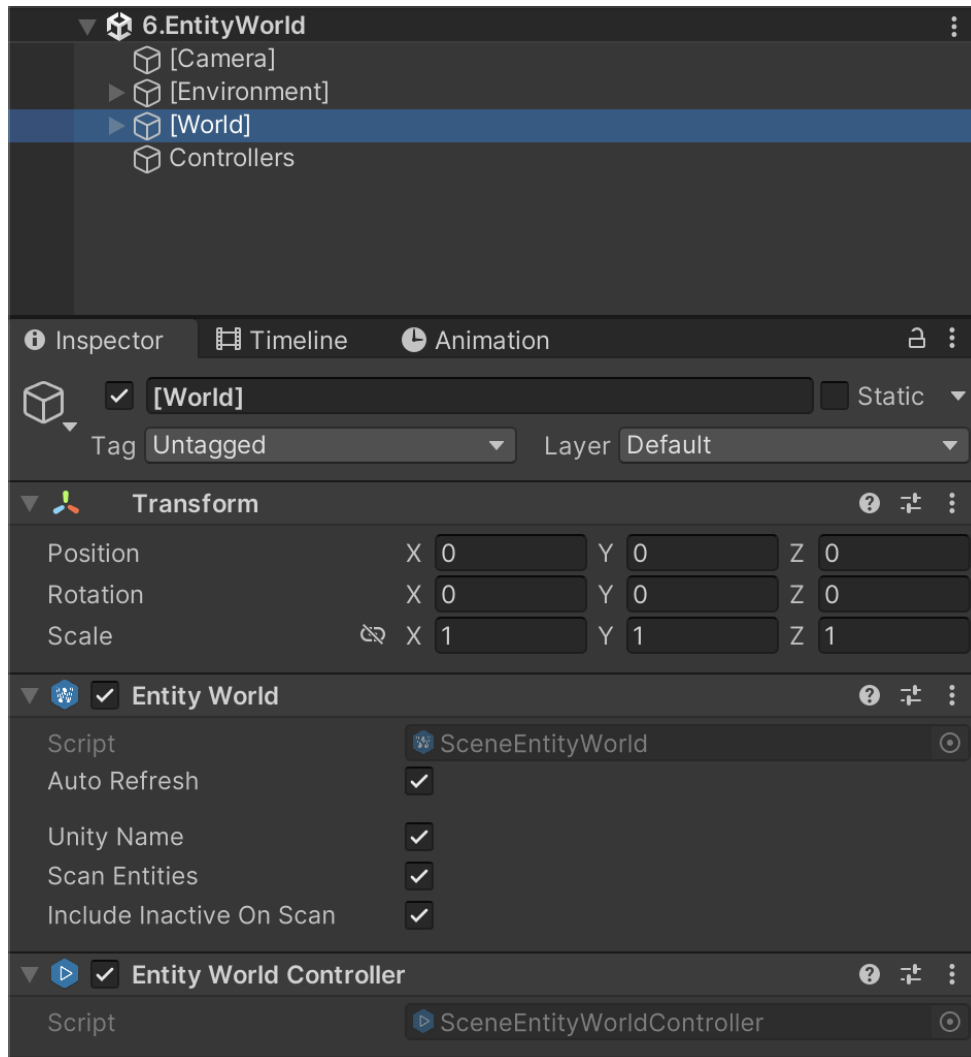


Another cool feature that is in the Atomic-Framework is Entity World.



The responsibility of Entity World is to store all the entities that are in the game. This is very convenient when you need to get game objects of a certain type or with a certain value, and the addition of Entity World Controller allows you to do one Update for all game objects.

Thus, perhaps in order to become an EntityController, you can create an Entity World and an Entity World Controller.