

# UML - ENTITY SYSTEM

## Assumptions

We assume **j1Entities** has a parent class called **j1Module** that has all *Awake*, *Update* and *CleanUp* methods that are called from a **j1App** class that controls all modules.

We assume some basic classes are implemented to help us manage data in a better way. We mean classes such as **iPoint**, **p2SSString**, **p2Animation** and others.

We assume both **SDL2** and **pugixml** libraries are included in our code.

