Package Entity

## **EntityManager** -data: Metadata[\*] + create(): EntityId + destroy(EntityId): bool + de/activate(EntityId): bool + setComp(EntityId, CompId): void + setGroup(EntityId, int): void \* Metadata components: bool[\*] groups: bool[\*] - created: bool - active: bool - generation: int

## EntityFilter

- required: Compld[\*]rejected: Compld[\*]
- activity: bool
- + match(Bitset): bool

## - universe: Universe\*

- id: EntityId

**Entity** 

- \_\_\_\_\_\_
- + add/getComp(CompId): void+ removeComp(CompId): bool
- + hasComp(Compld): bool + de/activate(): void
  - + destroy(): bool

EntityId

- index: int
- generation: int