ENTITY

EntityManager

-Entities : List

+AddEntity(Entity e)
+RemoveEntity(Entity e)
+RemoveAllEntities()

Entity

+Name : String
+ID : UUID
+SelectedByEditor : bool
-Transform : TransformComponent
-Components : List
-IsActive : bool
-Parent : Entity

+SetActive()
+AddComponent(Component c, Class system)
+GetComponent(Class t)
+GetAllComponents()
+RemoveComponentOfType(Class c)
+RemoveComponent(Component c)
+RemoveAllComponents()

0..1

EntityFactory

+CreateStaticMan(String name, float x, float y, float ang, float sX, float sY)
+CreateAnimatedMan(String name, float x, float y)
+CreateSingleSpring(String name, float x, float y)
+CreateMultipleSprings(Spring name, float x, float y, int number)
-CreateEntity(String name, float x, float y)
-AddRenderComponent()
-AddCircleCollider()
-AddBoxCollider()
-AddPhysicsBody()
-AddSpringComponent()