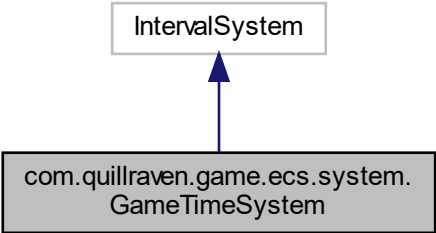


IntervalSystem



```
classDiagram
    class IntervalSystem
    class GameTimeSystem["com.quillraven.game.ecs.system.GameTimeSystem"]
    GameTimeSystem --|> IntervalSystem
```

com.quillraven.game.ecs.system.  
GameTimeSystem