

EntityManager

- + EntityManager()
- + EntityManager(sf::FloatRect bounds)
- + void init()
- + void update()
- + std::shared_ptr< Entity > addEntity(const std::string &tag)
- + EntityVec & getEntities()
- + EntityVec & getEntities(const std::string &tag)
- + EntityVec queryRange(sf::FloatRect range)