EntitySystem

+ AssociatedEntities
+ ValidComponents
+ ID
+ DestroyList
+ Association
# _idEntityMap
# _associationType

+ EntitySystem()
+ Run()
+ AssociateEntity()
+ RemoveAssociation()
# ProcessingLoop()
# Destroy()
# PreProcess()
# PostProcess()
# PostAssociate()
# Process()

MB2D.EntityComponent.Collision System

+ CurrentMap
+ NumberOfChecks

+ CollisionSystem()
+ ResetGrid()
+ SetTileMap()
# PreProcess()
# ProcessingLoop()
# Process()