```
EntitySystem

    + AssociatedEntities

+ ValidComponents
+ ID
+ DestroyList
+ Association
# idEntityMap
# associationType
+ EntitySystem()
+ Run()
+ AssociateEntity()
+ RemoveAssociation()
# ProcessingLoop()
# Destroy()
# PreProcess()
# PostProcess()
# PostAssociate()
# Process()
```

MidnightBlue.Engine.Entity Component.CollisionSystem

- + CurrentMap + NumberOfChecks

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