

ISystem
# ECS & _ecs
+ ISystem(ECS &ecs)
+ virtual ~ISystem() =default
+ virtual void update(double dt)=0
+ ISystem(ECS &ecs)
+ virtual ~ISystem() =default
+ virtual void update(double dt)=0



WaveSystem
- std::vector< Components ::WaveData > _waves
- size_t _currentWave
- float _timer
+ WaveSystem(ECS &ecs)
+ void loadLevel(const std::vector< Components ::WaveData > &waves)
+ void update(double dt) override