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

RenderSystem

- sf::RenderWindow &
_window

+ RenderSystem(ECS &ecs,
sf::RenderWindow &window)

+ void update(double
dt) override