ECS

- - double _time
- - std::size_t __livingEntities
- - std::queue< Entity
    > __freeEntities
- - std::unordered_map
    < Entity, Signature
    > __signatures
- - std::vector< void *
    > _componentStorages
- - std::vector< void *
    > __componentStorage

- + ECS()
- + ~ECS()=default
- + Entity createEntity()
- + void killEntity(Entity e)
- + Signature getSignature
    (Entity e) const
- + void setSignature(Entity
    e, Signature sig)
- + Entity addComponent
    (Entity e, const Component
    Type &component)
- + bool hasComponent(Entity
    e) const
- + const ComponentType
    * getConstComponent
    (Entity e) const
- + ComponentType * getComponent
    (Entity e)
- and 17 more...
- - void verifyComponentStorage
    (ComponentTypeID TypeID)
- - void verifyComponentStorage
    (ComponentTypeID TypeID)

#_ecs

ISystem

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

InputSystem

- - std::map< sf::Keyboard
    ::Key, GameAction > m
    _keyMappings
- - std::map< unsigned
    int, GameAction > m
    _joystickButtonMappings
- - std::map< GameAction,
    bool > m_currentActionStates
- - std::map< GameAction,
    bool > m_previousActionStates
- - unsigned int m_joystickId
- - float m_deadzone
- - float m_playerSpeed

- + InputSystem(ECS &ecs)
- + ~InputSystem()=default
- + void update(double
    dt) override
- + bool isActionActive
    (GameAction action) const
- + bool wasActionPressed
    (GameAction action) const
- + bool wasActionReleased
    (GameAction action) const
- + void setKeyMapping
    (sf::Keyboard::Key key,
    GameAction action)
- + void setJoystickButtonMapping
    (unsigned int button, GameAction
    action)
- + void setDeadzone(float
    deadzone)
- - void setDefaultMappings()
- - void updateJoystickInput()
- - void applyInputToPlayers()