

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
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- + 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 ComponentType &component)
 - + bool hasComponent(Entity e) const
 - + const ComponentType * getConstComponent(Entity e) const
 - + ComponentType * getComponent(Entity e)
and 17 more...
 - void verifyComponentStorage(ComponentTypeIDTypeID)
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