ISystem

ECS & _ecs

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

CollisionSystem

+ CollisionSystem(ECS
  &ecs)
+ void update(double
  dt) override
- bool checkAABB(const
  Components::Position
  &pos1, const Components
  ::Collider &coll1, const
  Components::Position &pos2,
  const Components::Collider
  &coll2) const
- void resolveCollision
  (Components::Position
  &mobilePos, const Components
  ::Collider &mobileColl, const
  Components::Position &staticPos,
  const Components::Collider &staticColl) const