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

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