

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



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