ECS

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

+ 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)
+ std::vector< Entity
   > getEntitiesByComponents()
+ void killComponent
  (Entity e)
+ double getTime() const
+ void addTime(double dt)
- void verifyComponentStorage
  (ComponentTypeID TypeID)

#_ecs

ISystem

+ 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