

dotnamecpp::assets  
::IAssetManager

- + virtual ~IAssetManager()  
=default
- + virtual const std::filesystem::path & getAssetsPath()  
const =0
- + virtual std::filesystem::path resolveAsset(const std::filesystem::path &relativePath)  
const =0
- + virtual bool assetExists(const std::filesystem::path &relativePath)  
const =0
- + virtual bool validate()  
const =0