LouiEriksson::Application

+ Application()=delete
+ Application(const
 Application &_other)
=delete
+ ~Application()=delete
+ Application & operator
=(const Application &
_other)=delete
+ Application & operator
=(Application &&_other)
=delete
+ static int Main(const
 Hashmap< std::type_index,
 std::shared_ptr< Script
 >(*)(const std::weak_ptr
< ECS::GameObject > &_parent)
> &_initialisers)
+ static void Quit()
 noexcept