Aspects of VR
Entity Component Systems

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Outline

Inheritance is not a panacea - Game design

Entity: Bicycle

Components
  Made of metal
  Can be used by humans
  Transportation
  Bought/sold
  Man made
  Popular b-day presents
  Physics 2D, 3D

Why not OOP?

Component Oriented System (COP)

Entities – each item in a scene

Components – groups of entities with functionality

Code & data split into: Entity-components and systems

System – acts on all entities containing the desired components

Entity Component Systems

Entity – general purpose object for each thing in a scene – no data and no methods

Components are made of entities – they hold information

Getting components in clusters (grouped by entity) from common pool

System should work with the components based on their entities