StatLoader

+getInstance(): StatLoader

+getLoadedWeaponStats(): LoadedWeaponStats
+getLoadedEnemyStats(): LoadedEntityStats
+getLoadedPlayerStats(): LoadedEntityStats

+getAllEnemyData(): Collection<LoadedEntityStats>
+getAllLoadedWeapons(): Collection<LoadedWeaponStats>
+getAllPlayerData(): Collection<LoadedEntityStats>

+getWeaponFactoryForWeapon(Object... stats): Weapon