StatLoader

getInstance(): StatLoader

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

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

getWeaponFactoryForWeapon(Object... stats): Weapon