```
object
   display.Entity
   + world
   + location
   + size
   + image
   + init
   + render()
     world.Cell
+ obstacle
+ food
+ home scent
+ food_scent
+ ant
+ home
    init ()
+ add food()
+ add home scent()
+ add food scent()
+ get food()
+ is_obstacle()
+ is home()
+ is food()
+ has ant()
+ has food()
+ make home()
+ make_obstacle()
+ evaporate_scent()
+ render()
```