

ant::Level

- levels
- eventQueue
- gameEventDispatcher
- worldFactory

- + Level()
- + Level()
- + init()
- + loadLevel()
- + setEventQueue()
- + getEventQueue()
- + setWorldFactory()
- + getWorldFactory()
- + setAssetManager()
- + getAssetManager()
- + size()
- + update()
- + render()
- + ~Level()