## ant::System

# RequiredComponents

# eventQueue

# em

# name

- + System()
- + System()
- + System()
- + setRequiredComponents()
- + getRequiredComponts()
- + setEventQueue()
- + getEventQueue()
- + setName()
- + getName()
- + setEntityManager()
- + getEntityManager()
- + render()
- + update()
- + ~System()

## ant::Utils::Quadtree

- level
- nodes
- bounds
- entities
- MAX CAPACITY
- MAX\_LEVEL
- + Quadtree()
- + insert()
- + clear()
- + retrieve()
- + render()
- + ~Quadtree()
- Quadtree()- split()
- getIndex()

-qtree

## ant::collisionSystem

- gameBounds
- gameMap
- + collisionSystem()
- + render()
- + update()
- + ~collisionSystem()
- testTerrainCollision()