

## ant::EntityFactory

- + Ant
- + Door
- + InDoor
- + OutDoor
- + level
- componentFactory

- + EntityFactory()
- + EntityFactory()
- + loadAssets()
- + unloadAssets()
- + setAssetManager()
- + getAssetManager()
- + createEntity()
- + createEntity()
- + setComponentFactory()
- + getComponentFactory()
- + ~EntityFactory()