

ant::WorldFactory

- entityFactory
- systemFactory
- eventQueue
- gameEventDispatcher
- lviID

- + WorldFactory()
- + WorldFactory()
- + loadAssets()
- + unloadAssets()
- + setAssetManager()
- + getAssetManager()
- + create()
- + setEntityFactory()
- + getEntityFactory()
- + setEventQueue()
- + getEventQueue()
- + setGameEventDispatcher()
- + getGameEventDispatcher()
- + ~WorldFactory()