

ant::SystemFactory

- gameEventDispatcher
- eventQueue

- + SystemFactory()
- + SystemFactory()
- + setEventQueue()
- + getEventQueue()
- + setGameEventDispatcher()
- + getGameEventDispatcher()
- + createRenderSystem()
- + createCollisionSystem()
- + createMovementSystem()
- + createGravitySystem()
- + createSpawnSystem()
- + createConstructorSystem()
- + createOutSystem()
- + ~SystemFactory()