

## ant::World

- systemManager
- entityManager
- eventQueue
- gameEventDispatcher
- id

- + World()
- + World()
- + World()
- + setEntityManager()
- + getEntityManager()
- + setSystemManager()
- + getSystemManager()
- + setEventQueue()
- + getEventQueue()
- + setGameEventDispatcher()
- + getGameEventDispatcher()
- + setId()
- + getId()
- + update()
- + render()
- + ~World()