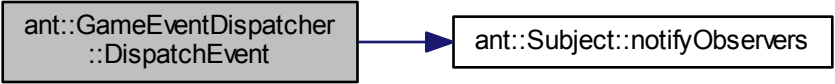


ant::GameEventDispatcher
::DispatchEvent



```
graph LR; A[ant::GameEventDispatcher::DispatchEvent] --> B[ant::Subject::notifyObservers]
```

ant::Subject::notifyObservers