## ant::System

- # RequiredComponents
- # eventQueue
- # em
- # name
- + System()
- + System()
- + System()
- + setRequiredComponents()
- + getRequiredComponts()
- + setEventQueue()
- + getEventQueue()
- + setName()
- + getName()
- + setEntityManager()
- + getEntityManager()
- + render()
- + update()
- + ~System()

## ant::Observer

- + Observer()
- + onNotify()
- + ~Observer()

## ant::EntityFactory

- + Ant
- + Door
- + InDoor
- + OutDoor
- + level
- componentFactory
- + EntityFactory()
- + EntityFactory()
- + loadAssets()
- + unloadAssets()
- + setAssetManager()
- + getAssetManager()
- + createEntity()
- + createEntity()
- + setComponentFactory()
- + getComponentFactory()
- + ~EntityFactory()

-entityFactory

## ant::spawnSystem

- nEntities
- createdEntities
- overTime
- elapsedTime
- spawnPoint
- clock
- states
- + spawnSystem()
- + setStates()
- + getStates()
- + update()
- + render()
- + onNotify()
- + ~spawnSystem()