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

    atree

   - gameBounds

    gameMap

   + collisionSystem()
   + render()
   + update()
   + ~collisionSystem()
   testTerrainCollision()
```