

ObjectModelFactory

```
+ static QPair< GameObject  
Model *, std::vector<  
Node > > createModel(unsigned  
int nrOfEnemies, unsigned int  
nrOfHealthpacks, float pRatio,  
int level, int rows=30, int columns=40)  
+ static void createWorld  
(int width, int height,  
double difficulty=1.0)
```