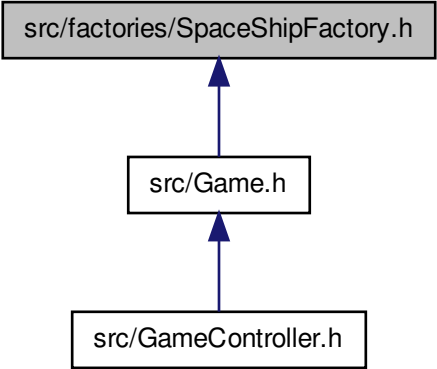


src/factories/SpaceShipFactory.h



```
graph BT; GC[src/GameController.h] --> G[src/Game.h]; G --> SF[src/factories/SpaceShipFactory.h];
```

src/Game.h

src/GameController.h