```
arc::DLLoader< T >
             + getInstance()
             + destroyInstance()
                < arc::IGame >
                                 < arc::IGraphical >
arc::DLLoader< arc
                          arc::DLLoader< arc
    ::IGame >
                             ::IGraphical >
                          + getInstance()
+ getInstance()
+ destroyInstance()
                          + destroyInstance()
```