

GameFactory

- Layers
- Chunks
- Screens
- Components
- ObjectProducers
- ScreenProducers
- LayerProducers

- + ~GameFactory()
- + ProduceScreen()
- + RegisterObjectProducer()
- + RegisterLayerProducer()
- + RegisterScreenProducer()
- + ProduceGameObject()
- + ProduceGameObject()
- + DeleteDecommisioned()
- + GameFactory()
- + operator=()
- + getInstance()
- GameFactory()
- ProduceLayer()