```
astra::ui::LifecycleItem
     +
          getType()
         onInit()
         onOpen()
         onLoop()
          onExit()
       app::Activity
       + ~Activity()
       + onInit()
       + onOpen()
       + onLoop()
       + onExit()
       + setup()
       + update()
       + getType()
       game::Game
       # finish
       + Game()
       + ~Game()
       + restart()
         setup()
       + getType()
game::GameOfLife::Runner
        game
        opened
        restart()
       update()
        getInstance()
        Runner()
```