```
Asteroids::Domain::
Game::GAME HISTORY ENTRY
          INTERFACE
+ get date()
+ get_id()
+ get score()
+ set date()
+ set id()
+ set score()
Asteroids::Domain::
Game::GAME HISTORY ENTRY
 date
 id
 score
+ GAME HISTORY ENTRY()
+ get date()
+ get_id()
+ get score()
+ reset()
+ set date()
```

+ set\_id() + set\_score()