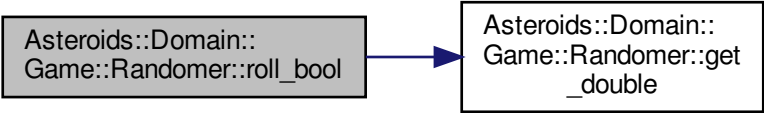


Asteroids::Domain::
Game::Randomer::roll_bool



```
graph LR; A["Asteroids::Domain::  
Game::Randomer::roll_bool"] --> B["Asteroids::Domain::  
Game::Randomer::get_double"]
```

A diagram showing a call from the `roll_bool` method to the `get_double` method. The left box, representing the caller, has a light gray background. A blue arrow points from the right side of the left box to the left side of the right box, which has a white background.

Asteroids::Domain::
Game::Randomer::get_double