## Asteroids::Domain:: Factory::FactoryInterface std::enable shared from this< Factory > + createGameFactory() + createNetworkFactory() + createServerFactory() + createStoreFactory() + createTechnicalServicesFactory() + createUIFactory() Asteroids::Domain:: Factory::Factory + Factory() + createGameFactory() + createNetworkFactory() + createServerFactory() + createStoreFactory() + createTechnicalServicesFactory() + createUIFactory() + reset() - this pointer()