## Asteroids::Domain:: Factory::FactoryInterface + createGameFactory() + createNetworkFactory() + createServerFactory() + createStoreFactory() + createTechnicalServicesFactory() + createUIFactorv() Asteroids::Domain:: Factory::Factory + Factory() + createGameFactory() + createNetworkFactory() + createServerFactory() + createStoreFactory() + createTechnicalServicesFactory() + createUIFactory() + reset() - this pointer()