```
Asteroids::Domain::
    Game::GameInterface
    + get_actors()
    + get_board_height()
    + get_board_width()
    + get_player()
    + get_round()
    + get_score()
    + is active()
    + quit()
    + reset()
    + start()
    + update()
    + wait_for_frames_per
    _second()
              Δ
Asteroids::Domain::
        Game::Game
  _board_height
  board width
 bullets
 factory
- _game_factory
_is_active
 _is_round_active
 last time ms
 _player
- _player_score
 randomer
 rocks
 _round_number
_ticks_per_second
+ Game()
+ get_actors()
+ get_board_height()
+ get_board_width()
+ get_player()
+ get round()
+ get_score()
+ get_ticks_per_second()
+ is active()
+ quit()
+ reset()
+ start()
+ update()
+ wait_for_frames_per
_second()

    calculate ticks since

_last_update()

    get_current_timestamp

_ticks()
get_random_board_position()
- init()
initialize_random_rocks()
keep_actors_in_bounds()
- lose_round()
- maybe_lose_round()
- maybe_win_round()
randomly_place_player()
start_round()
- win round()
```