

Asteroids::Domain::
Game::Randomer::init



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

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Asteroids::Domain::' followed by 'Game::Randomer::init' on a new line. The right box is white with a black border and contains the text 'Asteroids::Domain::' followed by 'Game::Randomer::reset' on a new line. A blue arrow points from the right side of the left box to the left side of the right box.

Asteroids::Domain::
Game::Randomer::reset