

MelloMario.Objects.UserInterfaces.  
GameWon.GameWon



```
graph LR; A[MelloMario.Objects.UserInterfaces.GameWon.GameWon] --> B[MelloMario.ISpriteFactory.CreateSplashSprite]; A --> C[MelloMario.ISpriteFactory.CreateTextSprite];
```

MelloMario.ISpriteFactory.  
CreateSplashSprite

MelloMario.ISpriteFactory.  
CreateTextSprite