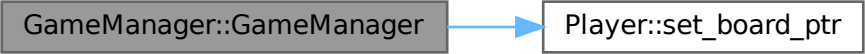


GameManager::GameManager



```
graph LR; A[GameManager::GameManager] --> B[Player::set_board_ptr]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is filled with a dark gray color and contains the text 'GameManager::GameManager'. The right box is white with a black border and contains the text 'Player::set_board_ptr'.

Player::set_board_ptr