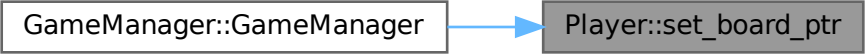


GameManager::GameManager



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

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is white with a black border and contains the text 'GameManager::GameManager'. The right box is gray with a black border and contains the text 'Player::set\_board\_ptr'. A blue arrow points from the right side of the left box to the left side of the right box.

Player::set\_board\_ptr