

game.Game.init



```
graph LR; A[game.Game.init] --> B[game.Game.Game]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'game.Game.init'. The right box is white and contains the text 'game.Game.Game'. A blue arrow points from the right side of the gray box to the left side of the white box.

game.Game.Game