

```
game.gameState.GameState.set  
UnitHasMoved
```



```
graph LR; A["ruleEngine.rules.masterRules.  
MoveRules.applyResult"] --> B["game.gameState.GameState.set  
UnitHasMoved"]
```

```
ruleEngine.rules.masterRules.  
MoveRules.applyResult
```