

Games.Trylma.ServerTest.if
PlayerCouldMove

Games.Trylma.ServerTest.set
AvailableFields

Games.Trylma.ServerTest.who
WinTheGame

socketServer.Player.getPlayerId

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graph LR; A[Games.Trylma.ServerTest.if PlayerCouldMove] --> D[socketServer.Player.getPlayerId]; B[Games.Trylma.ServerTest.set AvailableFields] --> D; C[Games.Trylma.ServerTest.who WinTheGame] --> D;
```

The diagram illustrates a dependency or data flow. On the left, there are three white rectangular boxes with black borders, each containing a text string. Arrows from the right side of each of these three boxes point towards a single gray rectangular box with a black border on the right. The gray box is positioned to the right of the middle white box and contains the text 'socketServer.Player.getPlayerId'.