

Games.Trylma.ServerTest.calculatingMove

Games.Trylma.ServerTest.if
PlayerCouldMove

socketServer.Player.run

Game.Game.move

```
graph LR; A[Games.Trylma.ServerTest.calculatingMove] --> D[Game.Game.move]; B[Games.Trylma.ServerTest.if PlayerCouldMove] --> D; C[socketServer.Player.run] --> D;
```