

Games.Trylma.ServerTest.if
PlayerCouldMove

Games.Trylma.ServerTest.set
AvailableFields

Game.Game.setCurrentPlayer

```
graph LR; A[Games.Trylma.ServerTest.if PlayerCouldMove] --> C[Game.Game.setCurrentPlayer]; B[Games.Trylma.ServerTest.set AvailableFields] --> C;
```

The diagram illustrates a dependency or flow relationship. On the left, there are two white rectangular boxes with black borders. The top box contains the text "Games.Trylma.ServerTest.if PlayerCouldMove". The bottom box contains the text "Games.Trylma.ServerTest.set AvailableFields". On the right, there is a gray rectangular box with a black border containing the text "Game.Game.setCurrentPlayer". Two blue arrows point from the right side of the top white box and the right side of the bottom white box to the left side of the gray box, indicating that both source nodes point to the target node.