


GameClient::renderGameRoom



```
graph LR; A[GameClient::renderGameRoom] --> B[Utils::pieceTypeToString]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is dark gray with a thin black border and contains the text 'GameClient::renderGameRoom'. The right box is white with a thin black border and contains the text 'Utils::pieceTypeToString'.

Utils::pieceTypeToString