

GameClient::GameClient

```
graph LR; A[GameClient::GameClient] --> B[GameClient::initWidgets]; B --> C[GameClient::startGame];
```

The diagram illustrates a sequence of three steps in a GameClient process. The first step, 'GameClient::GameClient', is shown in a white box. A blue arrow points from this box to the second step, 'GameClient::initWidgets', which is also in a white box. Another blue arrow points from the second step to the third step, 'GameClient::startGame', which is shown in a gray box. This visual progression suggests that 'startGame' is the final or current step in the sequence.

GameClient::initWidgets

GameClient::startGame