


GameClient::GameClient



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

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

GameClient::initWidgets