


GameClient::GameClient



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

The diagram illustrates a sequence of three components connected by blue arrows. The first component, 'GameClient::GameClient', is in a white box. The second, 'GameClient::initWidgets', is also in a white box. The third, 'TextFieldWidget::builder', is in a gray box. The arrows indicate a flow from left to right.

GameClient::initWidgets

TextFieldWidget::builder