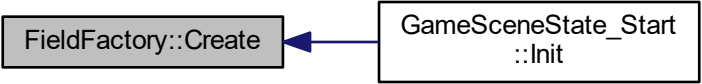


FieldFactory::Create



```
graph LR; A[GameStateState_Start::Init] --> B[FieldFactory::Create];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'FieldFactory::Create'. The box on the right is white and contains the text 'GameStateState_Start::Init'. A dark blue arrow points from the right side of the white box to the left side of the gray box, indicating a call or dependency.

GameStateState_Start
::Init