

Conway.Core.Game.Start



```
graph LR; A[Conway.Core.Game.Start] --> B[Conway.Core.Interfaces.IEngine.TakeStep]
```

A diagram showing a call from Conway.Core.Game.Start to Conway.Core.Interfaces.IEngine.TakeStep. The first box is shaded gray and the second is white. A blue arrow points from the first box to the second.

Conway.Core.Interfaces.IEngine.
TakeStep