```
pirateGameDebug → PirateGame::World::
                  createWorld

                                    → PirateGame::GlobalGameState
                                      Manager::getCurrentGameState

                                    → PirateGame::GlobalGameState
                                      Manager::getInstance

                                    → PirateGame::GlobalInputHandler
                                      ::getInstance

                                    → PirateGame::GlobalValues
                                      ::getInstance

                                    → PirateGame::View::getView

                                    → PirateGame::GlobalInputHandler
                                      ::update

pirateGameDebug → initializeGlobals
```