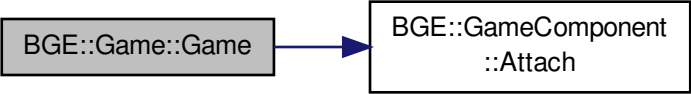


BGE::Game::Game



```
graph LR; A[BGE::Game::Game] --> B[BGE::GameComponent::Attach];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'BGE::Game::Game'. The right box is white with a black border and contains the text 'BGE::GameComponent' on the top line and '::Attach' on the bottom line. A blue arrow points from the right side of the gray box to the left side of the white box.

BGE::GameComponent  
::Attach