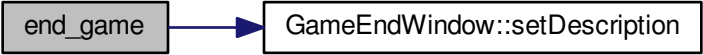


end_game



```
graph LR; A[end_game] --> B[GameEndWindow::setDescription]
```

A diagram showing a call from a function named 'end_game' to a method named 'GameEndWindow::setDescription'. The 'end_game' box is shaded gray, and the 'GameEndWindow::setDescription' box is white. A blue arrow points from the 'end_game' box to the 'GameEndWindow::setDescription' box.

GameEndWindow::setDescription