


setStart

ca.mcgill.ecse211.project.  
Game.readData



```
graph RL; A[ca.mcgill.ecse211.project.  
Game.readData] --> B[setStart];
```

A diagram showing a call from the `Game.readData` method to the `setStart` method. The `setStart` method is represented by a gray box on the left, and the `Game.readData` method is represented by a white box on the right. A blue arrow points from the `Game.readData` box to the `setStart` box.