


Game::render



```
graph LR; A[Game::render] --> B[Game::drawValidMoveHighlights]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow. The left box is filled with a dark gray color and contains the text 'Game::render'. The right box is white with a thin gray border and contains the text 'Game::drawValidMoveHighlights'. The arrow points from the right side of the first box to the left side of the second box.

Game::drawValidMoveHighlights