

Game::handleMousePress



```
graph LR; A[Game::handleMousePress] --> B[Game::screenToGrid]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow. The left box is gray and contains the text 'Game::handleMousePress'. The right box is white and contains the text 'Game::screenToGrid'. The arrow points from the right side of the gray box to the left side of the white box.

Game::screenToGrid