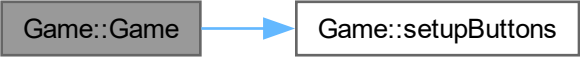


Game::Game



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

A diagram illustrating a function call. On the left, a gray rectangular box contains the text "Game::Game". A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text "Game::setupButtons". Both boxes have a thin black border.

Game::setupButtons