

GameScreen::getPlayersResult



```
graph LR; A[GameScreen::getPlayersResult] --> B[MonopolyGameEngine::getPlayersResult]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'GameScreen::getPlayersResult'. The right box is white with a black border and contains the text 'MonopolyGameEngine::getPlayersResult'. A blue arrow points from the right side of the left box to the left side of the right box.

MonopolyGameEngine  
::getPlayersResult