

monopolyGameEngine  
::calculateGroupFieldsOwned



```
graph LR; A["monopolyGameEngine  
::calculateGroupFieldsOwned"] --> B["PropertyField::getGroupMembers"]
```

A diagram showing a call from the `monopolyGameEngine::calculateGroupFieldsOwned` method to the `PropertyField::getGroupMembers` method. The first box is gray and the second is white, connected by a blue arrow.

PropertyField::getGroupMembers