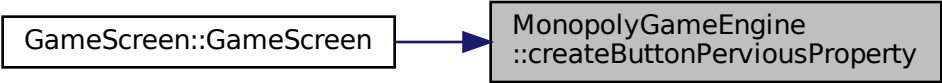


GameScreen::GameScreen



```
graph LR; A[GameScreen::GameScreen] --> B[Withdraw::createValuePlayerScreen];
```

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

Withdraw::createValuePlayer
Screen