

GameMenuScreen::worker



```
graph LR; A[GameMenuScreen::worker] --> B[GameMenuScreen::buttonClick Handle];
```

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 'GameMenuScreen::worker'. The right box is gray with a black border and contains the text 'GameMenuScreen::buttonClick Handle'. A blue arrow points from the right side of the left box to the left side of the right box.

GameMenuScreen::buttonClick
Handle