

GameScreen::GameScreen

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

A diagram showing a call from the `GameScreen::GameScreen` method to the `MonopolyGameEngine::createButtonsBankrupt` method. The call is represented by a blue arrow pointing from the left box to the right box.

MonopolyGameEngine
::createButtonsBankrupt