

GameEngine::worker



```
graph LR; A[GameEngine::worker] --> B[GameEngine::display];
```

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 'GameEngine::worker'. The right box is light gray with a black border and contains the text 'GameEngine::display'. A dark blue arrow points from the right side of the first box to the left side of the second box.

GameEngine::display