

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 shaded gray and the second is white. A blue arrow points from the first box to the second.

PropertyField::getGroupMembers