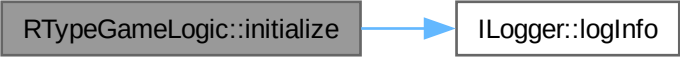


RTypeGameLogic::initialize



```
graph LR; A[RTypeGameLogic::initialize] --> B[ILogger::logInfo]
```

A diagram showing a call from the function `RTypeGameLogic::initialize` to the function `ILogger::logInfo`. The first box is gray and the second is white, connected by a blue arrow.

ILogger::logInfo