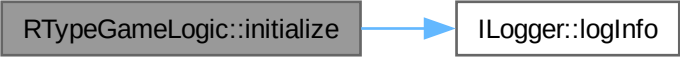


RTypeGameLogic::initialize



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

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

ILogger::logInfo