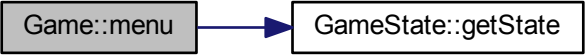


Game::menu



```
graph LR; A[Game::menu] --> B[GameState::getState]
```

A diagram showing a call from the `Game::menu` function to the `GameState::getState` function. The `Game::menu` node is a gray rectangle on the left, and the `GameState::getState` node is a white rectangle on the right. A blue arrow points from the right side of the `Game::menu` node to the left side of the `GameState::getState` node.

GameState::getState