

Game::Component::Player
::serialize



```
graph LR; A[Game::Component::Player::serialize] --> B[Game::Component::Player::Player];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Game::Component::Player' on the top line and '::serialize' on the bottom line. A dark blue arrow points from the right side of this box to the left side of the right box. The right box is white with a black border and contains the text 'Game::Component::Player' on the top line and '::Player' on the bottom line.

Game::Component::Player
::Player