

GameMaster::updateCountDown



```
graph LR; A[GameMaster::updateCountDown] --> B[User::switchControl]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'GameMaster::updateCountDown'. The right box is white with a black border and contains the text 'User::switchControl'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

User::switchControl