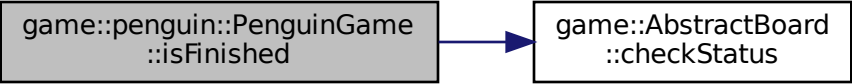


game::penguin::PenguinGame
::isFinished



```
graph LR; A["game::penguin::PenguinGame  
::isFinished"] --> B["game::AbstractBoard  
::checkStatus"]
```

A diagram showing a call from the `game::penguin::PenguinGame::isFinished` method to the `game::AbstractBoard::checkStatus` method. The call is represented by a blue arrow pointing from the left box to the right box.

game::AbstractBoard
::checkStatus