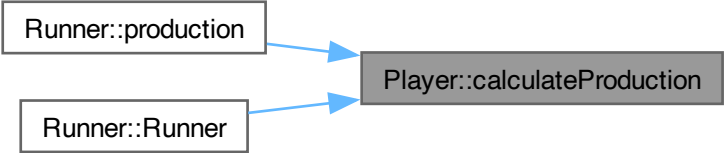


Runner::production

Runner::Runner

Player::calculateProduction



```
graph LR; A[Runner::production] --> C[Player::calculateProduction]; B[Runner::Runner] --> C;
```