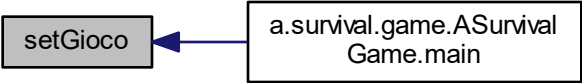


setGioco

a.survival.game.ASurvival
Game.main



```
graph LR; A[a.survival.game.ASurvivalGame.main] --> B[setGioco];
```

The diagram consists of two rectangular boxes. The box on the left is shaded gray and contains the text 'setGioco'. The box on the right is white and contains the text 'a.survival.game.ASurvivalGame.main' on two lines. A dark blue arrow points from the left side of the white box to the right side of the gray box, indicating a call or relationship from the code in the white box to the method in the gray box.