


GameTile::GameTile



```
graph LR; A[GameTile::GameTile] --> B[GameTile::setUpSprite]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'GameTile::GameTile'. The right box is white and contains the text 'GameTile::setUpSprite'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

GameTile::setUpSprite