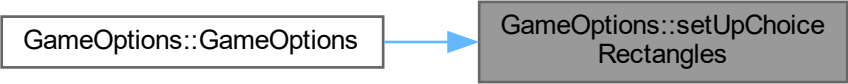


GameOptions::GameOptions



```
graph LR; A[GameOptions::GameOptions] --> B[GameOptions::setUpChoiceRectangles];
```

The diagram illustrates a call to the `GameOptions::setUpChoiceRectangles` method from the `GameOptions::GameOptions` constructor. A light blue box on the left contains the text `GameOptions::GameOptions`. A blue arrow points from this box to a gray box on the right, which contains the text `GameOptions::setUpChoiceRectangles` on two lines.

GameOptions::setUpChoice
Rectangles