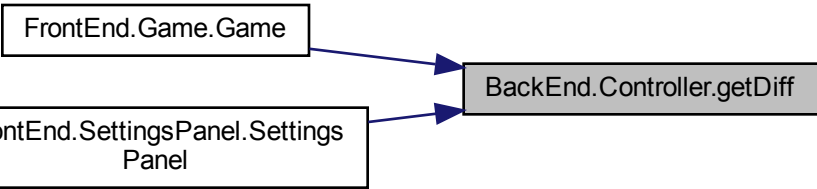


FrontEnd.Game.Game

FrontEnd.SettingsPanel.Settings
Panel

BackEnd.Controller.getDiff



```
graph LR; A[FrontEnd.Game.Game] --> C[BackEnd.Controller.getDiff]; B[FrontEnd.SettingsPanel.Settings Panel] --> C;
```