

GameController::init



```
graph LR; A[GameController::init] --> B[GameWindow::showPanel];
```

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

GameWindow::showPanel