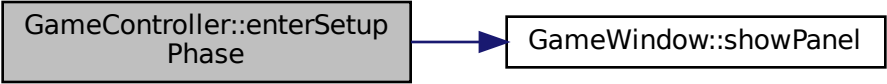


GameController::enterSetup
Phase



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

GameWindow::showPanel