

GameState::start



```
graph LR; A[GameState::start] --> B[uuid::ToString]
```

A diagram showing a call from `GameState::start` to `uuid::ToString`. The `GameState::start` node is a gray rectangle on the left, and the `uuid::ToString` node is a white rectangle on the right. A blue arrow points from the right side of the gray rectangle to the left side of the white rectangle.

uuid::ToString