

pt.up.fe.lpro1613.server.logic.game.
GameS.startGameWithPlayer

```
graph LR; A[pt.up.fe.lpro1613.server.logic.game.  
GameS.startGameWithPlayer] --> B[pt.up.fe.lpro1613.server.logic.  
UserS.isUserLoggedIn]; A --> C[pt.up.fe.lpro1613.server.logic.  
UserS.clientFromID];
```

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UserS.isUserLoggedIn

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