

setMorto

Snake.game.utility.gameManager.set
Morto



```
graph LR; A[setMorto] --> B[Snake.game.utility.gameManager.setMorto]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'setMorto'. A dark blue arrow points from the right side of this box to the left side of a larger, white box on the right. This right box contains the text 'Snake.game.utility.gameManager.set' on the top line and 'Morto' on the bottom line.