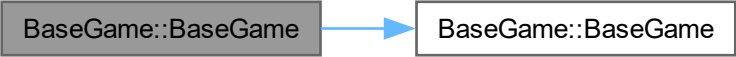


BaseGame::BaseGame



```
graph LR; A[BaseGame::BaseGame] --> B[BaseGame::BaseGame]
```

BaseGame::BaseGame