

game::Game::setup



```
graph LR; A[game::Game::setup] --> B[game::Game::restart]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is filled with a dark gray color and contains the text 'game::Game::setup'. The right box is white with a thin gray border and contains the text 'game::Game::restart'.

game::Game::restart