

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 white with a dark gray border and contains the text 'game::Game::setup'. The right box is gray with a dark gray border and contains the text 'game::Game::restart'.

game::Game::restart