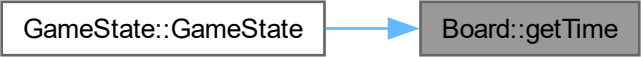


GameState::GameState



```
graph LR; A[GameState::GameState] --> B[Board::getTime]
```

A diagram showing a call from the GameState::GameState constructor to the Board::getTime method. The call is represented by a blue arrow pointing from the left box to the right box.

Board::getTime