

de.htwsaar.pong.zuse.model.  
GameHandler.createGameSubScene

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graph LR; A[de.htwsaar.pong.zuse.model.  
GameHandler.createGameSubScene] --> B[de.htwsaar.pong.zuse.model.  
GameOptions.getGameMode]; A --> C[de.htwsaar.pong.zuse.model.  
GameSubScene.getPane];
```

de.htwsaar.pong.zuse.model.  
GameOptions.getGameMode

de.htwsaar.pong.zuse.model.  
GameSubScene.getPane