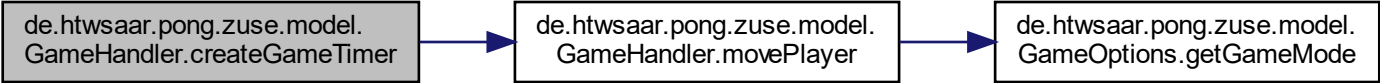


de.htwsaar.pong.zuse.model.
GameHandler.createGameTimer



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

de.htwsaar.pong.zuse.model.
GameHandler.movePlayer

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