

de.htwsaar.pong.zuse.controller.
ChooseGameModeController.goToSingleplayer



```
graph LR; A[de.htwsaar.pong.zuse.controller.  
ChooseGameModeController.goToSingleplayer] --> B[de.htwsaar.pong.zuse.model.  
GameOptions.setGameMode];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'de.htwsaar.pong.zuse.controller.' followed by 'ChooseGameModeController.goToSingleplayer' on the next line. The right box is white and contains the text 'de.htwsaar.pong.zuse.model.' followed by 'GameOptions.setGameMode' on the next line. A dark blue arrow points from the right side of the left box to the left side of the right box.

de.htwsaar.pong.zuse.model.
GameOptions.setGameMode