

de.htwsaar.pong.zuse.model.
GameHandler.createScoreSubScene

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

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

de.htwsaar.pong.zuse.model.
GameOptions.getRounds