

YukimaruGames.Terminal.UI.  
Presentation.TerminalWindowPresenter.Play

```
graph LR; A[YukimaruGames.Terminal.UI.  
Presentation.TerminalWindowPresenter.Play] --> B[YukimaruGames.Terminal.UI.  
Presentation.TerminalWindowPresenter.  
Evaluate]; B --> C[YukimaruGames.Terminal.UI.  
Presentation.TerminalWindowPresenter.  
GetAnimatorData];
```

YukimaruGames.Terminal.UI.  
Presentation.TerminalWindowPresenter.  
Evaluate

YukimaruGames.Terminal.UI.  
Presentation.TerminalWindowPresenter.  
GetAnimatorData