

Game::initState



```
graph LR; A[Game::initState] --> B[Graphics::timeSinceStart]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'Game::initState'. The right box is white with a black border and contains the text 'Graphics::timeSinceStart'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

Graphics::timeSinceStart