

MazeGame::startRobot



```
graph LR; A[MazeGame::startRobot] --> B[GameModel::startRobot]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'MazeGame::startRobot'. The right box is white and contains the text 'GameModel::startRobot'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

GameModel::startRobot