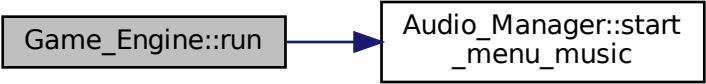


Game_Engine::run



```
graph LR; A[Game_Engine::run] --> B[Audio_Manager::start_menu_music]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'Game_Engine::run'. The right box is white with a black border and contains the text 'Audio_Manager::start_menu_music' on two lines. A dark blue arrow points from the right side of the left box to the left side of the right box.

Audio_Manager::start
_menu_music