


GameManager::play



```
graph LR; A[GameManager::play] --> B[Board::shoot];
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow. The left box is white with a dark gray border and contains the text 'GameManager::play'. The right box is gray with a dark gray border and contains the text 'Board::shoot'. The blue arrow points from the right side of the first box to the left side of the second box.

Board::shoot