

dev.shou.tilegame.Launcher.main

login.Login.validateUser

dev.shou.tilegame.Game.start

```
graph LR; A[dev.shou.tilegame.Launcher.main] --> C[dev.shou.tilegame.Game.start]; B[login.Login.validateUser] --> C;
```

The diagram illustrates a dependency or call relationship. Two source methods, 'dev.shou.tilegame.Launcher.main' and 'login.Login.validateUser', are shown on the left. Arrows from both point to a target method, 'dev.shou.tilegame.Game.start', which is highlighted with a gray background. The arrows are blue and point from the right side of the source boxes to the left side of the target box.