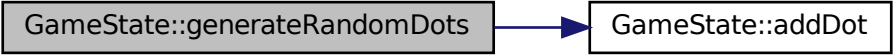


GameState::generateRandomDots



```
graph LR; A[GameState::generateRandomDots] --> B[GameState::addDot]
```

A diagram showing a call from the function GameState::generateRandomDots to the function GameState::addDot. The first function is in a grey box, and the second is in a white box, connected by a blue arrow.

GameState::addDot