

GameGen::generateDots

GameGen::generateNextDots

GameGen::generateRandomDot  
InEmptySpot

```
graph LR; A[GameGen::generateDots] --> B[GameGen::generateNextDots]; B --> C[GameGen::generateRandomDot InEmptySpot];
```

The diagram illustrates a three-step process for generating dots in a game. It consists of three rectangular boxes connected by blue arrows pointing from left to right. The first box, labeled 'GameGen::generateDots', is white with a black border. The second box, labeled 'GameGen::generateNextDots', is also white with a black border. The third box, labeled 'GameGen::generateRandomDot InEmptySpot', is shaded gray with a black border. The text in the third box is split across two lines.