

GameGen::generateNextDots
ByPattern

```
graph LR; A[GameGen::generateNextDots ByPattern] --> B[GameGen::addBorder]; A --> C[GameGen::markAsOccupied];
```

The diagram illustrates a function call sequence. A central box on the left, labeled 'GameGen::generateNextDots ByPattern', has two arrows pointing to the right. The top arrow points to a box labeled 'GameGen::addBorder', and the bottom arrow points to a box labeled 'GameGen::markAsOccupied'.

GameGen::addBorder

GameGen::markAsOccupied