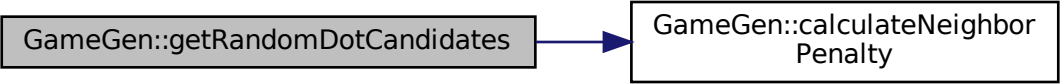


GameGen::getRandomDotCandidates



```
graph LR; A[GameGen::getRandomDotCandidates] --> B[GameGen::calculateNeighborPenalty]
```

GameGen::calculateNeighbor  
Penalty