

GameControl.GiveAnswer

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graph LR; A[GameControl.GiveAnswer] --> B[GameControl.HandleClick]; B --> C[GameControl.ShowGameOver];
```

The diagram illustrates a three-step process flow. It begins with a box labeled 'GameControl.GiveAnswer', followed by an arrow pointing to a box labeled 'GameControl.HandleClick', which then points to a final box labeled 'GameControl.ShowGameOver'. The first two boxes are white with black borders, while the final box is gray with a black border.

GameControl.HandleClick

GameControl.ShowGameOver