

Player::initiate_impl



```
graph LR; A[Player::initiate_impl] --> B["boost::statechart::  
state_machine::initiate"]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'Player::initiate_impl'. The right box is white with a black border and contains the text 'boost::statechart::state_machine::initiate' on two lines. A dark blue arrow points from the right side of the left box to the left side of the right box.

boost::statechart::
state_machine::initiate