

Level::run



```
graph LR; A[Level::run] --> B[Level::isGameOver];
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow. The left box is white with a black border and contains the text 'Level::run'. The right box is gray with a black border and contains the text 'Level::isGameOver'. The arrow points from the right side of the first box to the left side of the second box.

Level::isGameOver