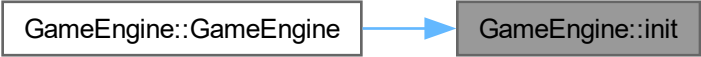


GameEngine::GameEngine



```
graph LR; A[GameEngine::GameEngine] --> B[GameEngine::init];
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is white with a black border and contains the text 'GameEngine::GameEngine'. The right box is gray with a black border and contains the text 'GameEngine::init'.

GameEngine::init