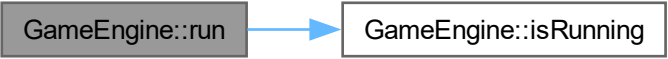


GameEngine::run



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

A diagram showing a flow from a gray box labeled 'GameEngine::run' to a white box labeled 'GameEngine::isRunning'. A blue arrow points from the right side of the gray box to the left side of the white box.

GameEngine::isRunning