

GameEngine::GameEngine

GameEngine::init

Assets::loadFromFile

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

The diagram illustrates a sequence of three operations in a horizontal flow. The first operation, 'GameEngine::GameEngine', is contained within a white rectangular box with a black border. A blue arrow points from this box to the second operation, 'GameEngine::init', which is also in a white rectangular box with a black border. Another blue arrow points from the second box to the third operation, 'Assets::loadFromFile', which is contained within a gray rectangular box with a black border.