

GameProcessor::isAIMove

GameProcessor::isMANMove

Game::getFirstPlayer



```
graph LR; A[GameProcessor::isAIMove] --> C[Game::getFirstPlayer]; B[GameProcessor::isMANMove] --> C;
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The diagram consists of three rectangular boxes. On the left, there are two boxes stacked vertically. The top box is white with a black border and contains the text 'GameProcessor::isAIMove'. The bottom box is also white with a black border and contains the text 'GameProcessor::isMANMove'. On the right, there is a single gray box with a black border containing the text 'Game::getFirstPlayer'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box. The top arrow starts from the right side of the 'GameProcessor::isAIMove' box, and the bottom arrow starts from the right side of the 'GameProcessor::isMANMove' box.