

GameProcessor::isAIMove

GameProcessor::isMANMove

Game::getNextMove

```
graph LR; A[GameProcessor::isAIMove] --> C[Game::getNextMove]; B[GameProcessor::isMANMove] --> C;
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The diagram illustrates a mapping or dependency. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'GameProcessor::isAIMove' and the bottom box contains 'GameProcessor::isMANMove'. On the right, there is a single gray rectangular box with a black border containing the text 'Game::getNextMove'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating that both 'GameProcessor::isAIMove' and 'GameProcessor::isMANMove' are associated with or lead to 'Game::getNextMove'.