

deleteGame



```
graph LR; deleteGame[deleteGame] --> deleteRoom[deleteRoom]; deleteRoom --> deleteEntity[deleteEntity];
```

A flowchart illustrating a sequence of three operations. The first operation, 'deleteGame', is highlighted with a gray background. A blue arrow points from 'deleteGame' to the second operation, 'deleteRoom'. Another blue arrow points from 'deleteRoom' to the third operation, 'deleteEntity'.

deleteRoom

deleteEntity