

**private static void resetWorld()**



```
graph TD; A([private static void resetWorld()]) --> B[generateEmptyWorld()]; B --> C[set players X coordinate to worldWidth / 2]; C --> D[set players Y coordinate to worldWidth / 2]; D --> E([End]);
```

The flowchart illustrates the steps of the `resetWorld()` method. It begins with the method signature in an oval, followed by four rectangular process blocks, and ends with an oval labeled 'End'. The steps are: 1. `generateEmptyWorld()`, 2. `set players X coordinate to worldWidth / 2`, 3. `set players Y coordinate to worldWidth / 2`, and 4. `End`. Arrows indicate the sequential flow from top to bottom.

**generateEmptyWorld()**

**set players X coordinate to worldWidth / 2**

**set players Y coordinate to worldWidth / 2**

**End**