



```
graph TD; A([public static void initGame(int worldWidth, int worldHeight)]) --> B[JavaCraft.worldWidth = worldWidth;  
JavaCraft.worldHeight = worldHeight;  
JavaCraft.world = new int[worldWidth][worldHeight];  
playerX = worldWidth / 2;  
playerY = worldHeight / 2;  
inventory = new ArrayList<>()]; B --> C([END]);
```

public static void initGame(int worldWidth, int worldHeight)

JavaCraft.worldWidth = worldWidth;  
JavaCraft.worldHeight = worldHeight;  
JavaCraft.world = new int[worldWidth][worldHeight];  
playerX = worldWidth / 2;  
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inventory = new ArrayList<>();

END