

initGame(int worldWidth, int worldHeight)



```
graph TD; Start([initGame(int worldWidth, int worldHeight)]) --> Process[JavaCraft.worldWidth = worldWidth;  
JavaCraft.worldHeight = worldHeight;  
JavaCraft.world = new int[worldWidth][worldHeight];  
playerX = worldWidth / 2;  
playerY = worldHeight / 2;  
inventory = new ArrayList<>()]; Process --> End([END]);
```

The flowchart illustrates the initialization process for a game. It begins with an oval node labeled 'initGame(int worldWidth, int worldHeight)'. An arrow points down to a large rectangular process node containing five lines of Java code. A second arrow points down from the process node to an oval node labeled 'END'.

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

END